

THE OFFICIAL STRATEGY GUIDE

TOMB RAIDER

STARRING
LARA CROFT

II

Kip Ward

PRIMA'S

SECRETS

OF THE GAMES

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TOMB RAIDER™

STARRING
LARA CROFT

II





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Introduction

Once in a great while—an eternity, it sometimes seems—a game comes along and raises the standard. Not just a little, leaving its place in gaming history open to speculation, but to such a degree you doubt the sanity of those who would question its greatness.

Now you know how we feel about *Tomb Raider II*.

Nothing compares with the new adventures of Lara Croft, the heroine who first made her mark in the original *Tomb Raider* not so very long ago. That's not to say, of course, that everyone but a lunatic will immediately embrace this as the best game that ever was. Hey, different strokes. But nothing compares with the *Tomb Raider II* experience. It's at once original and enthralling, and will seem so to even the most rabid fans of the first adventure.

And if you've never puzzled your way through the land of Lara before, you couldn't have picked a better time to join the party. You're in for something very special.

Enough. We just wanted to put that right up front. We know how it feels to stand atop the Great Wall for the first time ... to face a herd of Yeti in a room dimlit by a hastily dropped Flare ... to ramp a snowmobile across a breathtaking chasm somewhere in the Tibetan foothills. We can dig it. We're right there with you.

Now let's get busy.

How to Use This Book

Tomb Raider II is all about puzzles. And so this book is all about solving them. The walkthroughs herein are detailed accounts of all Lara Croft's adventures in *Tomb Raider II*, from the Guardhouse Key to the final showdown for the Dagger of Xian, and all points in between.

We break out every Secret for ease of access within each level section. And although there are only three Secrets per level, you might never find some of the more diabolical hiding places without our help. (We're particularly proud of the Uzis in "Bartoli's Hideout," and the M-16 through the trapdoor in the middle of the burner trap in ... Oh, but why spoil it? You'll see.)

We'll start off with movement and combat tactics. Much of what you can accomplish in *Tomb Raider II* is next to impossible without a good grasp of Lara's movement parameters, and a little consideration to applying each weapon in her arsenal appropriately.

If you have a hard time grasping the basic Jump parameters via the sterling prose herein, take a quick side-trip to Lara's Home, accessible from the Title Screen menu. There's an obstacle course on the lawn, and Lara goes so far as to provide narration for any aspect of it that causes you trouble.

And, yes, Lara faces more foes in *Tomb Raider II* than in the original game, but that doesn't mean our heroine has traded in style and athleticism for a high body count. It figures that Lara would have to defend herself more vigorously en route to unraveling a mystery of epic proportions.

For tips on weapon selection and applications, see the second half of "Movement and Combat". There we highlight the tendencies of Lara's enemies, and offer specific combat recommendations and some movement insights gained from hundreds of hours of prowling the canals of Venice, the mountains of Tibet, and the briny deep.

So grab those pistols and go. The Dagger of Xian won't wait forever. And the monstrous dragon it's stuck in won't just fork it over without one hellacious battle. Fortunately, Tomb Raider, the path to victory is here, in your hands.

The background image is a dark, atmospheric scene. It features a wooden structure, possibly a door or a wall, in the upper left corner. The rest of the image is dominated by a greenish, glowing light that creates a sense of depth and mystery. The light appears to be coming from below, casting long, dark shadows and highlighting the textures of the surfaces. The overall mood is eerie and suspenseful.

Part One

Movement and Combat

TWO GREAT THINGS THAT GO GREAT TOGETHER—Lara's tricky repertoire of gymnastic stunts and the new and impressive arsenal with which she disposes of her foes.

At its most basic level, which is still quite complex, *Tomb Raider II* is about movement, getting Lara from where she is to where she needs to be. Many of the game's puzzles are entirely movement based. That is, you needn't do anything in the way of toggling switches or moving boxes. Instead, you just need to make a certain leap—usually, a harrowing series of leaps, where the penalty for failure is some kind of cruel impalement, or a screaming descent into oblivion.

Because so much of *Tomb Raider II* is based on movement, it made sense to try and find a way to convey the specific series of movements required to defeat the game's most complicated puzzles.

In fact, for the benefit of the three or four people who didn't make Lara's acquaintance in the original *Tomb Raider*, the walkthrough section of this book is a bit frontloaded: The first four levels are *very* specific. Using the system described here, those four walkthroughs detail virtually every movement—short of running across a room—you must perform to conclude each level and avoid the unkindest cuts or plunges.

Saving the Game

How sweet it is. Gone are the Save Crystals of the original *Tomb Raider*. Instead, *Tomb Raider II* allows you to save your progress at any point in the game. Do so often. Of course, you don't want to save the game in some precarious position—the middle of a battle, halfway through a fall—but every time you feel relatively comfortable with your progress, save it.

With the possible exception of falling into a pit of spikes or glass and not dying instantly, nowhere in the game will you get hopelessly stuck by saving.

You may notice that sometimes you'll fall into a hazardous pit intended as a death trap, but because of the way damage from spikes or glass is inflicted, it's possible to land relatively unscathed. That's a fluke. You can try and get out of the pit by walking carefully to an edge and Pulling Up, but don't save amidst the debris, or it's likely back to the beginning of the level for Lara.

As you develop a feel for the game's movement parameters, that level of detail becomes a little cumbersome. We reserve it thereafter for situations that are either unique, or, as is often the case, mortally hazardous. At the conclusion of Mission 8, the halfway point, we'll get right to the nuts and bolts of things.

As for combat, much of Lara's success there depends on expedient movements, but there are certain situational concerns as well—not least of which are Lara's weapon selection and her foes' specific characteristics.

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In discussing combat, we'll point out some of the movements Lara can perform that lend themselves best to certain combat situations. Some require relatively precise timing, but most are simple things you can do to take advantage of common game situations.

We'll begin with movement basics, and the system used in the walkthrough to describe Lara's actions.

Getting There: Half the Fun

Tomb Raider II is not a "shooter." This is not *Doom*, or *Duke*, or *Quake*. Lara Croft's world is very much her own, and it comes with a well-defined set of movement parameters. It's that strict adherence to movement parameters—the fact that Lara always jumps the same height and distance when certain keys are pressed—that makes navigating through the game's most difficult movement puzzles possible.

To that end, the walkthrough section of this book refers to specific movements—and, more often, combinations of movements—needed to defeat any movement puzzle.

Lara Squared

First, understand that the primary building block for all the levels in the game is a square sector. That's not to say that Lara's world entirely comprises square blocks, of course, but things very often are square—or a readily recognizable collection of square sectors—if you look at them from above.

More to the point: If Lara can stand on it, and you can look down on it from above, what you'll see is a square. One edge may be higher than the opposite edge, or one corner may be higher than the opposite corner—in either case creating a slope—but it still looks square from above.

The view from above: Lara's world, in large part, is a combination of tidy square sectors.



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Understanding this is key to understanding how Lara moves around in the world of *Tomb Raider II*. That's because when Lara jumps or steps or rolls or dives—any horizontal action you can think of—when she *moves*, she traverses a fixed number of squares (or segments of squares). So you can be sure that, if you're standing on one platform and trying to jump to another, all you have to do is come up with the proper movement commands. Lara will wind up wherever you intend, as long as it's within her ability to do so. There's no variable that might make her slip and fall, or come up short of the mark, as long as your commands are appropriate.

Of course, the game also has a vertical variable, and trajectory comes into play. For Lara to grab the edge of a ledge, she can't be hitting it with her knees: Overjumping can be just as fatal as coming up short.

So, bearing in mind that each movement Lara can perform has specific, unvarying results, here are the movements and common combinations in her repertoire, and how they appear in the walkthrough section of this book.

Jumping

Lara's most basic movement is Jumping. By pressing Jump and Forward simultaneously, Lara leaps high into the air, and straight ahead. Using this movement, Lara can catch the edge of a platform one square away, at a height roughly twice her own. She can also vault atop a block roughly her own height. If she's unobstructed on a flat surface, she can travel across two squares of distance in any direction. In the walkthrough, this appears as Jump Forward, Jump Left, Jump Right, or Jump Backward, usually in conjunction with some other action. When Lara Jumps Backward, she backflips.

Jumping Backward

Note that Jumping Backward lowers Lara's trajectory. Sometimes you can backflip into areas where Lara would bang her head if she attempted to Jump Forward. You can only do it from a standstill—even Lara can't run backward and then backflip—so the most distance she'll cover is one square on a flat surface. Still, it's an important part of the game in terms of movement, and has important combat implications, allowing you to open a gap while firing on an enemy.



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Running vs. Walking

Simply hold down the Forward button to have Lara Run. We mention this because a short Run—exactly one square sector long—precedes many Jumps. That's all the distance Lara needs to get up to speed, and, because she's always standing in at least a one-square space, she always has that option.

Attempt a Run of more or less than one square sector, and you risk botching the timing of the leap. If you hit the Backward button once, Lara takes a short, convenient—precisely one square sector—hop back. The only thing wrong with prefacing a Running Jump this way is that you can be slightly off-target without realizing it, and inadvertently hop backward off a one-square-wide surface as you set up for a Run/Jump Forward. We prefer the time-tested method of taking three steps back: Holding down the Walk button, tap the Backward button three times. You'll still cover one square sector and properly set up for a Run, but you have zero chance of falling over a ledge behind you. And it's a risk-free way to ensure you're aligned with your target (see the note, "Lining Her Up").

Climbing

When she's standing at the base of a ladder, or the base of a wall with a certain texture, Lara can climb up if you press the Action button along with the Forward directional arrow, and then hold down the Action button as she climbs. She can also backflip off a ladder (or wall) if you press the Jump button anytime during a climb: This move is useful for reaching certain platforms and avoiding enemies below. Lara can climb atop low objects with flat surfaces using the same button combination—Forward and Action—just as if you were going to Pull Up atop a higher platform.

One of Lara's new tricks in Tomb Raider II is her ability to climb ladders and textured walls. Press Jump in midclimb and she'll even backflip off a ladder.



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Lining Her Up

Because so many of Lara's movement puzzles require precise aim as well as precise timing, it becomes important to point Lara in precisely the right direction. With *Tomb Raider II*'s camera style, it's sometimes unclear from the view if such is the case. To check, simply hold down the Look button to swing the camera directly behind our heroine. Whatever you're aiming her at should appear center-screen. If it's an edge, it should make an almost perfectly horizontal line. To make adjustments, you have to release the Look button and re-position Lara with the directional commands; then check the view once more.



Hold down the Look button to cause the camera angle to swivel in directly behind Lara's head.

This helps immensely in lining up her jumps.



Grabbing

Press and hold the Action button to have Lara grab the edge of any ledge, and even the edges of some platforms she can't stand on, as long as the edge doesn't slope too radically. Place her at the base of a platform that's within her reach and press Action and Forward. Lara will leap up to the exact height of the ledge and grab hold. This can be far more effective than combining Jump and Grab commands, because Jumping can overshoot the ledge, and Lara would fall briefly before Grabbing. Although that's dangerous only if you're trying to leap from hazardous terrain, it's worth noting.

In the rare instances where you want to Grab a ledge without Pulling Up, you must combine Jump and Grab commands. Otherwise Lara automatically tries to stand atop the ledge she's Grabbed hold of. Most often, Grab occurs in the walk-through after a specific type of Jump, and before a command like Shimmy or Pull Up.

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Am I Blue?

Tomb Raider II gives Lara a wide range of water-related movement options she lacked in the first game. In the original *Tomb Raider*, water came in one depth, practically speaking: If Lara was wet, she was completely submerged. In *Tomb Raider II*, pools come in various depths, and quite a few are only knee- or waist-deep.

When wading, learn the point where Lara has complete freedom for Jumping and Running, and the point where such movements are restricted: When Lara turns from her regular pinkish hue to a distinctive bluish one, consider her restricted in terms of certain movement parameters. Once she's blue, she can only Jump straight up in the air; you can't combine the move with some forward, backward, or sideways component. Plus, she can only wade in waist-deep water, not swim. Try as you might, there's no way to get her to submerge in waist-deep water and move in any direction before she pops back to the surface.

Pull Up/Drop Down

Pull Up is just that—Lara pulling herself up to the top of a ledge. As she hangs from a ledge (and, therefore, as you hold the Action button down), press the Forward command and Lara will attempt to stand atop the ledge she's gripping. If the slope above is too steep, she'll slip back down, and you'll have to keep holding the Action button to keep her from falling.

Also note that, in the brief instance after Lara Pulls Up and before she slips off of a steep slope, it's possible for her to execute a backflip by pressing Jump and Backward simultaneously.

In the walkthrough, Pull Up usually appears in sequence after a Jump or Shimmy. Drop Down is the process whereby Lara hangs from a ledge, by Grabbing, before dropping to the floor below. This way, Lara can drop from ledges free of harm, when hopping from the height outright would injure her.

Professional Boxing

OK, it's more like a hobby, but it's worth noting that many of Lara's movement puzzles involve manipulating large, square boxes. To move a box, or attempt to move it, press face-first against it, and hold down the Action button. If it's movable, Lara will brace herself slightly. Then use Forward or Backward directional arrows to have Lara Push or Pull the box. Once she begins her Push or Pull animation, you can take your hands off the controls, and she'll complete the process on her own.

Shimmy

As she hangs from a ledge—and you hold down the Action button—Lara can Shimmy right or left when you press the right or left directional arrows. In the walkthrough, of course, that occurs as Shimmy Right or Shimmy Left. After you Shimmy, you either Drop Down or Pull Up, after avoiding some hazard or gaining some new area you couldn't reach directly by Jumping.

Combos

The *Tomb Raider II* concept of combos is nothing like what *Mortal Kombat* fans are familiar with, in terms of results. But combining Lara's various moves properly is nonetheless a key to ultimate success.

In the text of the walkthrough, we separate movements Lara must perform in rapid succession with a forward slash (for example, Jump Forward/Grab/Pull Up). Depending on circumstances, it can be crucial you combine and execute these moves with no lag time between. Usually, you must defeat some timer and/or avoid some hazard.

But combining certain moves involves considerations beyond simply getting from point A to point B expeditiously.

Run/Jump Forward

As important as Jumping is in *Tomb Raider II*, preceding Lara's leap with a Run is just as commonplace and crucial. When Lara Runs a single sector before becoming airborne, she can travel considerably farther—crossing two squares as opposed to one. This allows her to cross two squares and land on her feet at the same elevation, as opposed to Grabbing some ledge. Her trajectory will be lower than with a standing Jump Forward.

Run/Jump Forward/Grab

With this series of movements, Lara soars over three squares and grabs the edge of the fourth square. This is an essential means of travel in *Tomb Raider II*, and though it looks risky while you're in midair, remember that as long as you hit the commands at the right time, there's no error factor. Hold that Action button down, and she'll cling to that distant ledge. Of course, leaping farther and Grabbing as soon as Lara becomes airborne flattens the trajectory considerably. And the target ledge can be no higher than the one on which Lara begins her run.

Pull Up/Jump Backward

Another very useful combination is the one where Lara backflips from the edge of a platform that slopes too much for her to stand on. By Grabbing the edge of a sloped platform and then Pulling Up, Lara hesitates just a minute when she gets upright before she slips back down again. As soon as she begins the Pull Up, press Jump and Backward and hold them down and Lara will backflip from the ledge instead of slipping off. This is essential for reaching some of the game's more difficult-to-access areas.

Roll/Grab/Drop Down

Tired of having to walk in a little semicircle before you hop and hang from every ledge? Just take two steps back, and then Roll and Grab. Lara hangs from the ledge you faced, and you're free to Drop Down to the area below.

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Walk/Jump Forward (Dive)

By holding down the Walk button and then Jumping Forward, you can make Lara dive. Although getting into small holes sometimes requires a dive's trajectory, often this is something you do just for style—and to avoid screaming like a banshee as you fall a considerable distance into water. You can also dive on solid ground, but it's practical only a couple of times during the game. And if the drop in elevation is more than a few feet (relatively), Lara snaps her pretty neck.

Walk/Forward/Action (Handstand)

Hold down the Walk button and press the Forward arrow and the Action button at the base of a ledge and Lara will ascend via the Handstand, as opposed to the regular Pull Up animation. Again, this is purely for style, but it's worth trying.

Combat Tactics

Combat in *Tomb Raider II* is generally fast and furious, and comes in larger doses than fans of the original *Tomb Raider* will be accustomed to—and against many more human enemies than the first game featured.

That's probably the biggest difference between the two games: Someone will shoot at you 20 or 30 times a level. In the first game, creatures with true distance attacks were few and, until the end of the game, far between. Not so with the sequel.

Yet, although the lexicon of bad guys has grown considerably, it's definitely possible to group them by relatively common characteristics. Again, *Tomb Raider II* is not essentially a shooter. Enemies fall into two broad categories—creatures that walk, and creatures that swim; a third contains the few that are exclusively airborne.

Combining Force and Finesse: Turning in Midair

When it comes to being evasive, you can see how Lara's mobility gives her an edge in combat situations: Few of the enemies she faces have what it takes to keep up with her as long as she has room to move around.

As long as she's not confined to a hallway or a corner, she has plenty of options, purely from a Jumping standpoint.

There is a trick you can practice, however, that many accomplished Tomb Raiders will recognize as the coupe de grace—changing directions 180 degrees in midair. Being able to Run and Jump away from an opponent who's chasing you and spin around while in flight provides an economy of movement that gives Lara more time to get off her shots. It's a bit of a trick, so the first chance you get you should practice in some wide-open area (perhaps Lara's home).

Here's how it's done. Run/Jump Forward/Back. Hit the Backward directional command the instant Lara leaves the ground: There's no lag time. At the apex of her leap, Lara will spin around. Very cool. Very deadly. If something is hot on Lara's heels, this is the most efficient way of perforating the pursuer. Practice, practice, practice.

Battling Humanoids

Unlike its predecessor, if something is after you on land in *Tomb Raider II*, it's very likely a human something, or some monstrous derivation of humanoid form. We'll start there, and deal with the exceptions afterward.



Bad Guys without Guns (Primarily Goons and Rig Workers)

Though these are generally tougher than the members of the wild kingdom that populated the first *Tomb Raider*, as long as bad guys aren't packing heat, Lara should have little trouble dealing with them. Stay mobile, and choose your weapons based on your foes' proximity and numbers: The more foes, the smaller the area, the heavier the firepower you'll need to escape relatively unscathed.

Also, watch out for the wrench-wielding Rig Workers; they can climb anywhere Lara can.

Bad Guys with Guns (includes: Goons, Rig Guards, Flamethrowers, Mercenaries)

Much worse than the standard flunky, a flunky with firepower is bad news. The good news is that someone with a gun is much less likely to try and close the gap on our heroine than someone with no other option. In that lie several advantages.

The first has to do with Lara's ability to target an opponent and hold her lock even if the opponent is out of range. If someone moves close enough to Lara for her to get a lock—her guns (or gun) snap to the target—you can open fire as the enemy does likewise. Unless you're standing with your back to a wall, you can then hop backward, still firing, and Lara will keep the target locked. Usually, increasing the distance just that much will have a serious negative effect on your opponent's ability to hit you and/or do significant damage. Avoid having your back to a wall if someone carrying a gun is running in your direction, even going so far as to charge an onrushing opponent to establish a lock to make room to backpedal. Other good options include:

Jump Left/Jump Right—back and forth—while firing. This makes it harder for your enemy to get a lock, while Lara's guns stay pretty much glued to the target.

Jump Up to shoot at enemies on a ledge above you. If you're standing below a ledge, and an enemy is waiting for you to climb up, stand at the base of the ledge—or perhaps a few steps back—and leap up. Lara will get a lock and be able to fire a couple of shots before dropping back to the floor. Few enemies can target and return fire in the brief interval that Lara's visible.

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The Quick and the Deadly (includes: Yeti, Warrior, Xian)

The fastest foes require the biggest guns. Class dismissed.

Really, that's it in a nutshell. We're talking Uzis or M-16s almost exclusively here. The danger is just too great—certain foes are too fast and too deadly to give them any time to close the gap. *Tomb Raider II*'s high-end weaponry was made with these guys in mind. If you've been shooting Rats with your M-16, shame on you.

Many-Legged Foes (includes: Dobermans, Tigers, Leopards, Rats, Spiders)

Another large category of *Tomb Raider II* opponents is the four-legged variety—and, on occasion, eight-legged. Most of these enemies appear in bunches, and most are much quicker than humans.

Of course, you want to stay out of their way. But more than that, you want to kill them *quickly*, especially if there's nothing nearby to climb. You're just not going to have time to plink away at one while another gnaws your kneecaps. Our recommendation here has more to do with weapon selection than anything else: The Shotgun at very close range, or the Automatic Pistols if you have a few seconds to get them out.

In targeting packs of pooches or couples of kitties, shoot the closest enemy. By letting go of the Action button briefly, you can re-select Lara's target. Sometimes you'll find that the Doberman or Leopard initially closest will pause in its advance, and you'll keep plugging away at that one while another rushes up to do damage. Keep an eye on the pack, and, if one lags, make sure you save it for last.

Airborne Foes (includes: Crows, Eagles)

The feathered fiends of *Tomb Raider II* don't require a lot of tactical analysis. You just have to get them in your sight and get off a few good shots to send them fluttering earthward. Still, it's worth noting that they cast shadows a couple of seconds before attacking—a welcome tip-off—and tend to travel in pairs or flocks. They'll also attempt to circle around behind you, so give Lara room to backpedal, and don't overlook the Roll as a means of quickly changing direction.

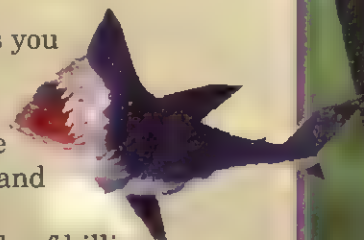
Underwater Combat (includes: all enemies that swim)

Our first note on underwater combat is the biggy. Don't do it unless you absolutely must.

The thing is, fish of all kinds travel in schools, and there's just not enough time to kill three Barracudas. Two invariably close the gap while you're hurling Harpoons at another. Get out of the water and shoot them from the shore, or Lara's probably fish bait.

Sharks: Tough to kill before they close the gap, and fully capable of killing our heroine with one chomp. Swim in a straight line to get away from them, only dodging if you're swimming directly at one, or if one behind you opens its mouth to take a bite.

Frogmen: It's possible to "dogfight" with one in a large underwater area, but two (or more) are real trouble. They shoot Harpoons very rapidly, while Lara must pause



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after every third shot to reload her own Harpoon Gun. If more than one is present, head for shore and whip out the heavy artillery on solid ground. If you're fighting with one, swim away from him. When you hear the plink of his weapon, change direction quickly, and the Harpoon will miss the mark. When you've opened up a gap, Roll and fire.

Lara's Arsenal

Only a few weapons from the original *Tomb Raider* made it to the sequel, and some of the new toys provide its biggest combat thrills. A few notes, then, on properly applying Lara's arsenal, culled from extensive field tests.

Pistols

Use them whenever you can to conserve the other weapons' ammo. Use them to shoot fish in pools when you're standing on the shore, or enemies with no distance attack who face some structural impediment to closing the gap.

Shotgun

Use on packs of animals and on nearby human foes. Hopping backward gives you time to refill the chamber.



Shotgun those
puppies.

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Automatic Pistols

Use on packs of animals and distant human foes. Don't waste ammo on the likes of Spiders (the small ones) and Rats.

Harpoon Gun

Use on single creatures underwater, as well as creatures onshore when Lara treads water. The treading trick is probably the best thing to realize about the Harpoon gun, as the scarcity of ammo makes a large amount of underwater combat impossible, and fighting out of Lara's element is often foolish.

Pick a Target ... Wisely

When encountering more than one foe at a time, Lara will always lock onto the closest enemy first. Sometimes that's fine, but often it can be a mistake.

Make sure Lara attacks the greatest threat—either the one with the weapon, or the one headed most directly toward her if none of the enemies have distance attacks.

Fire and then let up on the Action button to pick a new target if Lara's initial lock isn't to your liking. Notice that Lara holds her lock even if a target moves out of sight, as long as you keep the Action button held down. When the foe does reappear, she'll fire instantly.

Uzis

Use only on the toughest foes—to conserve ammo—or perhaps when two or more armed foes target you simultaneously. Without using the Grenade Launcher or the M-16, this is the great equalizer, the weapon you haul out when you're tired of hopping around and would rather just get on with it.

Grenade Launcher

Use this weapon to instantly eradicate the toughest foes when you have no time to do anything else. Ammo for it is very limited, so don't explode an enemy unless there are no other options, including sucking a Small Medi Pack. If you think you can get through a battle with one-third of your health meter lit without resorting to the Grenade Launcher, do so.

Very important: Shells only arm after traveling a distance of roughly 20 meters.

M-16

Tomb Raider II's Big Gun, the M-16 should be reserved for foes near the end of the game. You should never have to use it before the halfway point—Level 8 or 9—and even then you may be able to do without it. Play around with it some if you want, but save the game first and reload afterward.

OFFICIAL STRATEGY GUIDE

Also, notice that all the game's weapons have the same relative range with the exception of the M-16, which can get a target lock on things at a considerably greater distances. By the same token, the M-16 is no good for close fighting. Lara needs time to ready herself with it after she backpedals, and by then someone's usually slapping her around.



*Reserve the big guns
for the
toughest foes.*

Flares

Not a weapon per se, but still one of Lara's most valuable assets, Flares throw off an impressive amount of light that lifts the gloom in the darkest caverns and passages, even underwater. There are plenty on hand throughout the game, so snap one off if you need help seeing a wall switch or, more usually, that pit hazard in the floor ahead.

The Clock is Running

What, no Compass? Instead of the Compass of the original game, *Tomb Raider II* has the Stopwatch, and that's a good thing. Use it to check your time in the level and—more important—to keep track of the number of Secrets you've found.

Part Two

Walkthroughs





Enemies

Crows, Tigers, Spiders

Mission 1 The Great Wall

AS *TOMB RAIDER II* OPENS, Lara gets a chance to get her feet wet near the Great Wall. This level is relatively straightforward: There are only a pair of keys, and two of the three Secrets lie in plain sight. Combat is light; this mission focuses more on testing your ability to direct Lara through a variety of traps, and thus helps you judge your readiness to tackle increasingly difficult gauntlets. If you find yourself getting spiked or smashed every other minute, perhaps a little workout time back at Lara's humble home is in order.

TOMB RAIDER II

Mission Walkthrough

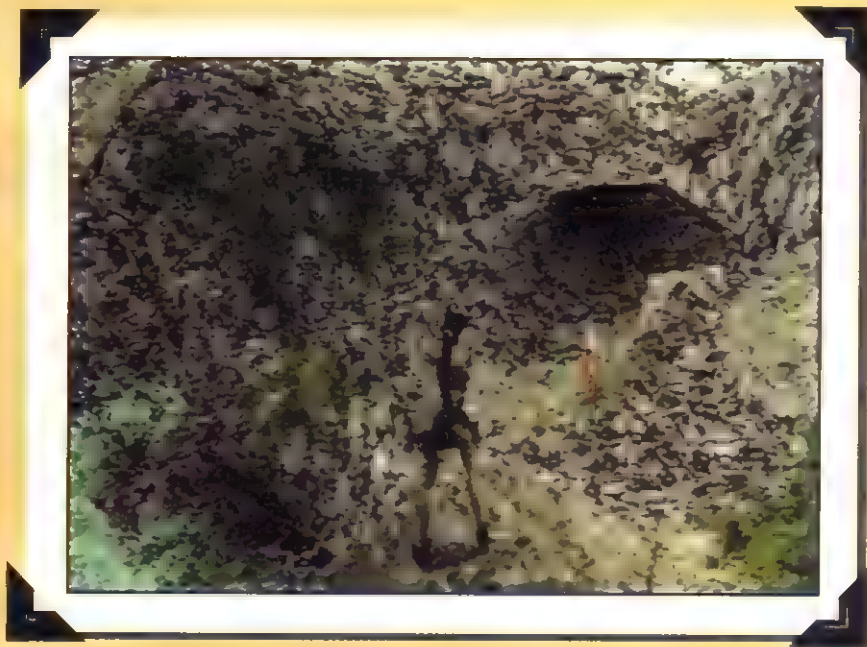
Level Opening

Lara begins her adventure in a small valley near the Great Wall. Wade into the shallow end of the pool and circle around the large stone on the left. As you do, a Tiger appears nearby. Climb atop the rock and look back down on the small valley to dispatch your first foe from a safe distance (Figure 1-1).

Follow the path: Stand and Jump Forward to hit the top of the rock, and continue along the trail. Pull Up, pivot and Jump Forward/Grab/Pull Up to span the small gap. When you do, another Tiger appears on the valley floor.

Kill the Tiger, collect the first Secret—the Stone Dragon, and continue up the valley wall: Step Up twice, and then Pull Up to the higher platform. Turn left and Jump Forward/Grab/Pull Up to span the break in the trail. Finally, Pull Up to reach the opening in the building you spied from the valley floor.

Fig. 1-1. As the first level gets underway, Lara registers the first of many kills.



OFFICIAL STRATEGY GUIDE

SECRET

Secret 1: Stone Dragon

After you've dealt with the second Tiger in the initial area, Jump Forward across the gap in the trail and follow the short path to the level's first Secret—the Stone Dragon (Figure 1-2).

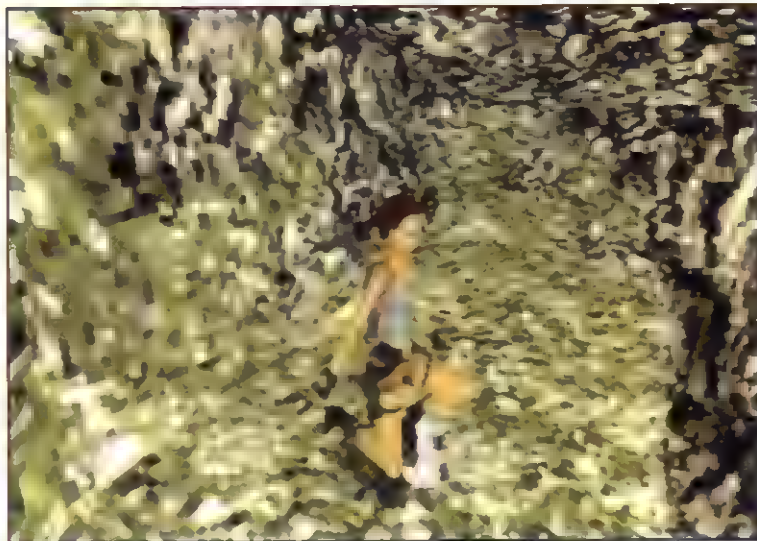


Fig. 1-2. The Stone Dragon waits on a ledge in the level's initial area.

Ruined Guardhouse

Step on the grating in the upper area of the ruined Guardhouse to drop into the pool of water below. You must Run/Jump Forward/Pull Up to reach the platform with the switch. It opens the locked door to let Lara reach the top of the Great Wall.

Great Wall

Get those guns out as you enjoy the view from atop the wall (Figure 1-3) and open fire on the flock of Crows that greets Lara. There are three, and you'll probably have to get mobile to deal with them: Rush forward, stop shy of the break in the wall, and then Hop Back while you take care of business. At the far end of the broad path, across the break, is the locked Guardhouse. The key lies in the water below.

TOMB RAIDER II

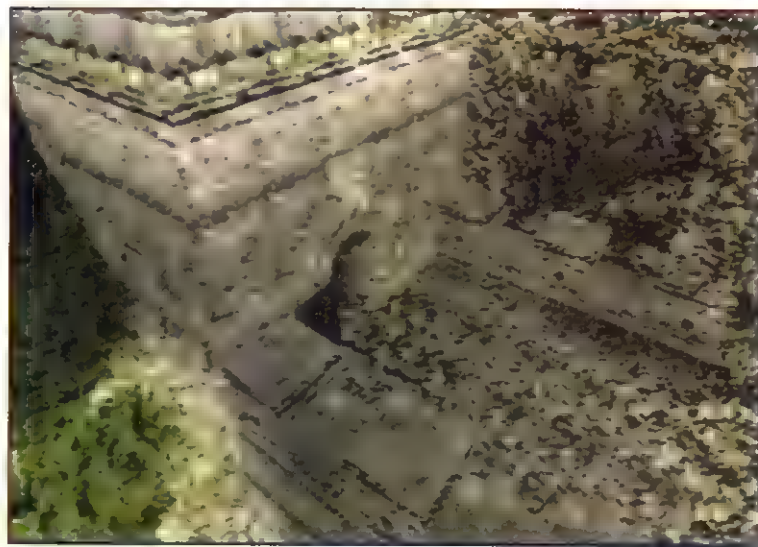
Fig. 1-3. Lara enjoys a panoramic view atop the Great Wall, right before a flock of Crows besets her.



Guardhouse Key

The Guardhouse Key rests in an underwater cave (Figure 1-4) that's obvious after you drop into the small pool in the valley below the Great Wall. Another Tiger appears when you surface with the prize. Get those guns out. As soon as you're on dry land, get mobile. Use the green terrain near the base of the Great Wall, and then Jump Up/Pull Up to reach the top to return to the locked Guardhouse door.

Fig. 1-4. The Guardhouse Key waits in an underwater cave, in the small valley below the Great Wall.



Guardhouse

Step back as you open the Guardhouse door and deal with the nasty group of Spiders that scuttle in your direction. Even after you can enter the Guardhouse without targeting arachnids, you'll hear those scuttling sounds. That's because there's one last pest up the ladder. It guards the Rusty Key that fits in the lock beside the interior Guardhouse door.

Cobwebbed Hall/Skeleton Room

Put the Rusty Key in the lock and traverse the hallway toward a room with a Skeleton. It lies near some Shotgun Shells and a Large Medi Pack. More Spiders drop in front of you as you enter the room, and another creeps up from behind. If you Roll when the Spiders drop into the room ahead, you can charge the one in the hallway before turning to deal with the room's inhabitants. Pull the block and exit the room, sliding down a slope to a landing near a pool of water.

Dart Trap

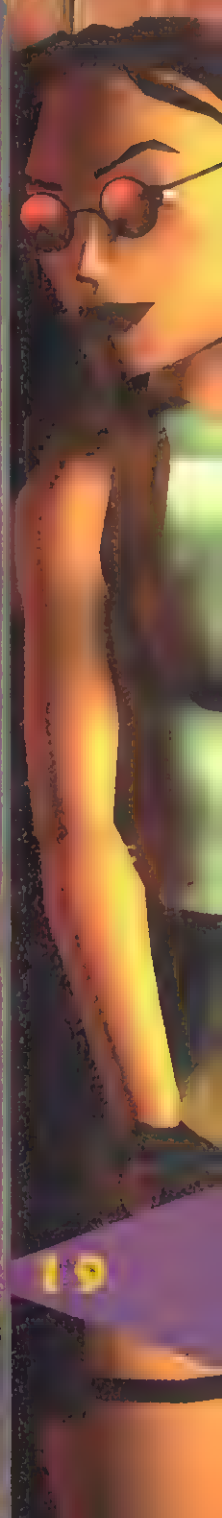
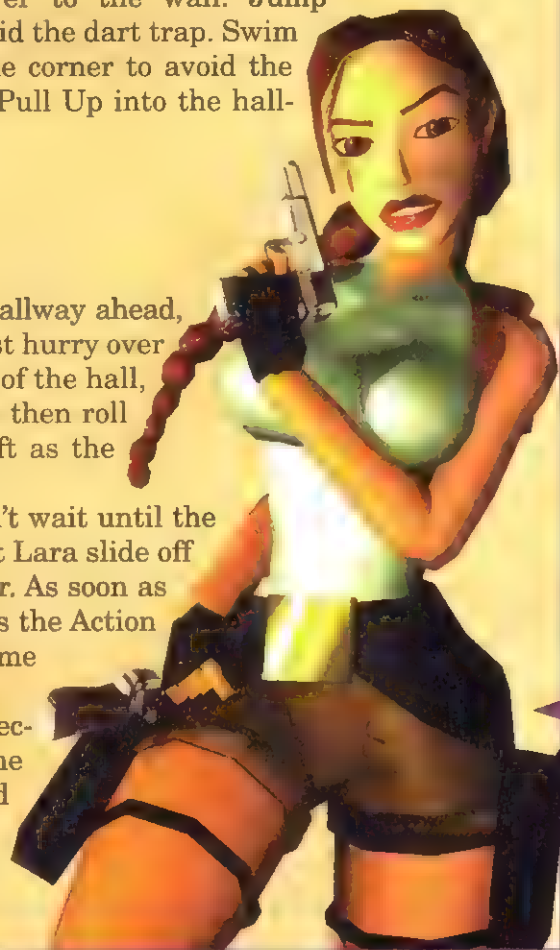
Hop into the pool, turn left and wade over to the wall. Jump Up/Grab/Shimmy Right to the far corner to avoid the dart trap. Swim beneath the water to the exit, surfacing in the corner to avoid the darts coming from the center of the doorway. Pull Up into the hallway, and save the game.

Rolling Boulders

This is *Tomb Raider II*'s first real test. In the hallway ahead, collapsing panels lie over pits of spikes. You must hurry over the panels and through the door at the far end of the hall, which seals behind you. Two massive boulders then roll down from the left. Hang a right and veer left as the hallway narrows (Figure 1-5).

Ahead lies a pit of spikes. Jump it, but don't wait until the last minute: You must hit the ramp beyond. Let Lara slide off the end, bang into the wall, and fall to the floor. As soon as you get to your feet, execute a Jump Left; press the Action button at the end of the leap to pick up some ammo for the Automatic Pistol.

After claiming the stash, you have a few seconds to Run Forward and Pull Up to gain the nearby ledge. If you delay, Lara gets waffle-ized between a pair of spiked walls.



TOMB RAIDER II

Fig. 1-5. Avoid the pair of boulders bearing down from behind, taking care to hit the ramp on the far side of the spike pit to set up the next sequence of movements.



Bladed Hallway

Past the last area, the hallway is a mix of collapsing floor sections and blade mechanisms swinging at ankle height. You must charge down the hall, Jumping Forward over each blade in rapid succession. Once you make it past this initial gauntlet, you must deal with another set of crushing spiked walls.

How you deal with them depends on whether or not you intend to stop for the level's second Secret. If not, simply zig left into the relative safety of the hallway beyond. There are collapsing panels in the floor there, as well, but the walls that threaten to close in and spike you actually stop halfway: You're safe if you stick to the right side of the hall.

Hall of Spikes

Stick to the right wall, and traverse the hallway with spikes closing in from the left. Panels collapse as you pass. Stop shy of the ramp at the end of the hall and pivot on the edge of the decline. Slide Backward/Hang/Drop/Jump Right to land on another collapsing panel that deposits Lara safely as another spiked wall closes in the room above.

SECRET

Secret 2: Jade Dragon

Claiming the Jade Dragon from its obvious spot in the hallway is a risky endeavor. The trick is to run down the preceding hallway (the one with the blade traps) along the right wall. When you jump the last blade trap, Jump Forward and hold down the Left directional button. That should bend your trajectory in midair and deposit you atop the Jade Dragon. Press the Action button to claim the prize quickly and move into the adjacent hallway before the spiked walls can close. Cross the initial collapsing panels and hug the right wall: The spiked walls that threaten to puncture Lara from the left will stop halfway, so she's safe keeping to the right.

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Rolling Blades

Step into the cavern and Walk Forward until you can bend down for the Small Medi Pack. Move to the left of the area to time your run past the rolling metal blades. In the adjacent chamber, you'll find several batches of Spiders and a rope sliding mechanism poised at the edge of a canyon. Two Spiders wait around the corner to the right as you first spy the rope slider, another nests near the far wall, and two more appear from the far wall when you first approach the slider mechanism. Before you activate the ride, sidetrack to the bottom of the canyon to claim the level's final Secret.

SECRET

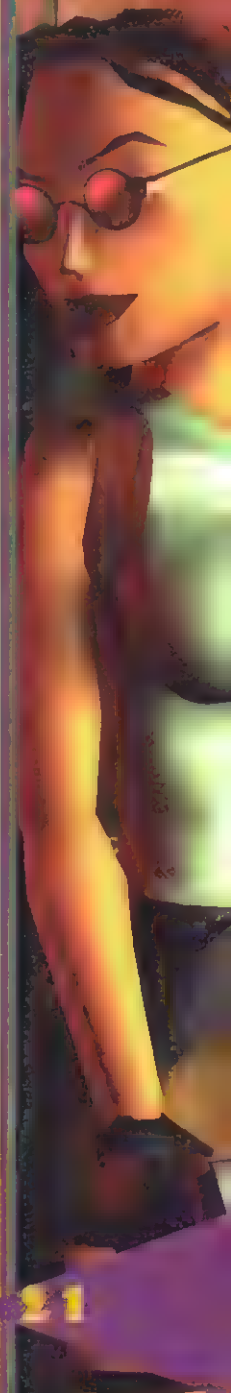
Secret 3: Gold Dragon

Standing near the rope slider facing the canyon at the edge of the cliff, look down. Directly below you are some gray, mossy rocks. Immediately to the right, looking down, is a section of tan rock that also has moss growing on it. It's the tan section Lara must stand on: The gray rocks slope, and she'd slide to her death from them. Walk to the corner above the tan section, pivot, and then Hop Back/Hang/Drop. Now Jump Up/Grab/Shimmy Right until Lara is positioned below an opening in the cliff face where she can Pull Up.

Follow the path, picking up the Flares, and descend the ladder into the darkness (there's really no need to light a flare). At the bottom of the ladder, follow the hallway to the canyon floor. Cautiously. When the ground starts to shake, retreat to the safety of the hallway to take potshots at the resident T-Rex (Figure 1-6). When he finally succumbs, traverse the canyon floor to claim the Gold Dragon from the far end. When you do, a second T-Rex appears in the area outside. Once he's dealt with, you can venture safely back to the ladder you climbed down and head back up to return to the cliff with the rope slider.



Fig. 1-6. Expect some serious T-Rex resistance when you go to claim the Gold Dragon from the floor of the canyon.



TOMB RAIDER II

Rope Slider

Step up to the rope slider and press (and hold) the Action Command to activate the device. Lara will race above the canyon to the ledge opposite (Figure 1-7), where a pair of Tigers wait to greet her. Drop off as soon as you're over solid ground. Watch that you don't hop into the canyon while subduing the beasts. Nevermind if they take a chunk or three out of Lara during the fight: They're the last obstacles (short of a campfire) between here and the end of the level, and Lara's health will be restored before the next part of her quest.

Fig. 1-7. Hold on tight to the rope slider to span the length of the canyon.



Near the Campfire

When you're satisfied that you can't reach the ledge near the campfire (aren't you glad you knew where the last Secret was?), step toward the large portal to conclude the level.

The Great Wall

KEY/PUZZLE

Guardhouse Key
Rusty Key

LOCATION

underwater cave below Great Wall
up ladder inside Guardhouse

USE/SOLUTION

opens Guardhouse
opens nearby door



Mission 2

Venice

Enemies

Goons, Rats, Dobermans

Weapons

Automatic Pistols



VISUALLY, THIS LITTLE ITALIAN HOLIDAY is one of the most stunning in *Tomb Raider II*, and that's saying something. There's also one gigantic puzzle—opening a water channel and clearing some Water Mines so Lara can make a mad dash for the exit. She makes that mad dash in her very own—seriously high-powered—Speedboat. But don't take our word for it ...

Mission Walkthrough

Level Opening

The level begins with Lara in a dead-end alley in Venice. You can expect immediate company in the form of an onrushing Doberman when you exit toward the courtyard. Turn right and sidestep into the open, jumping left and right as you open fire on the Goon patrolling above on the verandah. He'll drop a key when he dies, but you must take a circuitous route to get Lara's hands on it.

Expect more Goon and Doberman trouble as you exit the adjacent alleyway toward the large outer area: Start backflipping as soon as you hear the footsteps.

The Canal Near the Boathouse

As you exit the alleyway, you approach a short section of canal. Doors block each end. There's a large door opposite your dock. If you're paying attention, you'll also notice a sealed door high on the wall to your left as you face the canal.

On the dock itself is a small hut with a ladder inside. Before you start climbing, jump in the water and swim beneath that large central door across the canal. Pull yourself up on the plank to your right and check out the transportation—Speedboat city! First, of course, you must open the Boathouse door; you can see the lock on the inside. And there's a switch along that same plank. Pressing it yields a cinematic of an opening door. That's the direction you're headed in—up the ladder in the hut.

Through the Hut

To ascend the ladders inside the hut, you need only activate the switches at each level, opening successive trapdoors that allow you to climb from floor to floor. Don't overlook the Flares on the ground-floor table. On the roof of the hut, shoot out the two windows—one near you and the one across the hallway opposite. Drop into the hallway and turn left: That's the door you opened with the wall switch in the Boathouse.

The Boathouse Key

First things first: Step through the window on the opposite side of the hallway, and leap to the awning in front of you. It's sloped, but not enough that you'd slide off. From there, jump to the balcony where the gunman you dropped earlier lies—and near him, the Boathouse Key. With the key in your possession, retrace your jumps to the hallway and venture through the door you opened with the switch in the Boathouse.

The Upper Door

You enter a large room. A Doberman charges from the left as you do so. When he's off to doggie heaven, cross the glass-enclosed walkway and flip the switch on the wall. It opens the sealed door high on the outside wall—at the opposite end of the canal from the glass walkway.

Once the door is open, you have only to reach it to throw the switch inside. Return to the large room adjacent to the glass-enclosed walkway where you dropped the Doberman and shoot out the window there. Run/Jump/Grab to reach the awning on the opposite side of the canal (Figure 2-1) and Pull Up. Lara can stand on it without falling. Jump Forward across the awnings to reach the landing near the now-opened door. Inside, you'll find a short hallway, and at its end, a switch. Throwing it opens a door below (at canal level).

OFFICIAL STRATEGY GUIDE



Fig. 2-1.
Leap from the win-
dow near the glass
walkway to land
upon the awnings
on the far side of
the canal.

The Speedboat

Drop into the canal and swim beneath the Boathouse door once more. Put the Boathouse Key in the lock, and the doors open. Before you go boating, however, it behooves you to deal with the Goon outside the hut across the canal: Once you're in the boat, you won't be able to return fire. If you swim quickly out the Boathouse door and bear left, you should be able to climb up on the end of the walkway adjacent to the hut without sustaining too much damage.

When the Goon drops, relieve him of the Automatic Pistols he was carrying before you return to the Speedboat and head for the door you opened at one end of the canal (Figure 2-2).



Fig. 2-2.
Hmmm...!
wonder how this
baby would stack
up against a
gondola or three?

TOMB RAIDER II

SECRET

Secret 1: Stone Dragon

Go through the water-level door in your new toy, hold everything. Light a Flare (you can do that while onboard) and exit the boat to the right into a short passage above the waterline (Figure 2-3). Traverse the hallway to find the Stone Dragon, and—before a noticeable dropoff from where you can hear the Rats below—more Flares.

It's more convenient to kill the Rats now than at any other time, and there's a good reason to do so. Jump down to the Rats' walkway, careful not to overshoot and fall into the water—yet. Once the Rats are sent off to wherever Rats go, your current Flare is probably about done for. Light another. As you stand facing the ladder that allows you to climb back to the Stone Dragon hall, turn right and follow the walkway to the end. Turn right again, and jump into the water. You'll pass a channel on the left, but stay in the large area proper, following the wall. Just ahead, next to the wall, are two large bundles of ammo for the Uzis. Gather 'em up and return to your Speedboat via the Stone Dragon hallway.

Fig. 2-3. Just inside the door you opened off the initial canal area is a short hallway. Therein waits the Stone Dragon.



The Boat Lock

When the canal opens into a large underground chamber with many pillars, bear left (the plank where you killed the Rats earlier is on the right). You should spy another landing on the left side of the area, this one considerably brighter. Hop out and pop another mouse. When you break out the window, a gun-toting Goon comes out to play. Try out your Automatic Pistols on him, and he'll drop refills upon his timely demise.

OFFICIAL STRATEGY GUIDE

Before you go inside, take a good look around. Notice that a ladder leads up from one end of the landing and there are two large, open steel doors across the canal to the right of the ladder. Hop back into your boat, pull it forward through the doors, and park it. See the underwater-type switch on the wall (Figure 2-4)? The plot thickens. Now swim back to the dock and venture through the busted window.

Inside the small room is a switch—immediately to your right—and a box of Shotgun Shells near the door you can't open at the other end of the room. Throw the switch, and then go back out to the dock and climb up the ladder. Say, weren't those big doors open earlier?

Up above, you'll find your Speedboat ready and waiting (Figure 2-5). Dive into the water and throw the switch you saw earlier (when you parked the boat in the lock) to open the large doors at this level. Bear left when you exit to avoid incoming gunfire.



Fig. 2-4.
Geez, if only that
switch were
underwater...



SECRET

Secret 2: Gold Dragon

Would you believe back-to-back Secrets? After you've acquired the Stone Dragon (and those Uzi clips), hop back into your Speedboat and continue down the darkened waterway. Don't be afraid to light another Flare. The canal turns right and then goes over a waterfall. Stop in the large area below the falls and bail overboard. In the center of the pool, on the bottom, lies the Gold Dragon. Return to the Speedboat and continue down the waterway.

TOMB RAIDER II

Fig. 2-5.
*The Speedboat, now
conveniently located
on a different level
of the level.*



The Steel Key

Bear left through the large opened canal doors, stopping shy of the three gondolas, and exit to the right, onto the small dock. Climb atop the box; then Jump Forward/Grab/Pull Up to reach the awning across the way, where Lara can stand without falling. From there, turn right to see the top of an overpass. When you Jump Forward to it from the very edge of the awning, be ready to execute a quick backflip—and then kill a Goon and his Doberman sidekick, both of whom rush you from the left. The Goon drops a Large Medi Pack when he gives up the ghost—although, depending on exactly where he lies, you might want to wait a moment before rushing to claim it.

When the coast is clear, leap back to the overpass and look off the other side, farther down the canal. You should see a Goon patrolling a dock, near a second Speedboat. Two Speedboats? In good time, all will be revealed. Drop the Goon from up here, and then turn your attention to the right—in the opposite direction from which your enemies rushed moments ago.

Get those guns out, and advance toward the courtyard, ready to backflip and open up a gap if necessary: A trigger-happy Goon rushes from the courtyard as you close in—stay mobile, and use up some more of that Automatic Pistol ammo. Your assailant spits up the Steel Key when he crumples. Take the key and open the locked door in the courtyard.

Raising the First Gate

Beyond the door the Steel Key opened, drop through the hole in the floor and throw the switch you find. As your reward, you view a cinematic of a steel gate rising from its position across a narrow canal—and hear footsteps upstairs. Jump Up/Pull Up to regain the upstairs area, and relieve the Goon of his ammo for the Automatic Pistol. Now return to your Speedboat and test it out against those three Gondolas. Just get up some speed, and you'll find it really isn't much of a contest.

OFFICIAL STRATEGY GUIDE

Defusing the Water Mines

This is a little tricky, so you get serious style points if you do it right the first time. Here's the deal: As you crash through the three gondolas, and pass the left dock, where the second Speedboat is parked, the Level Exit lies dead ahead. It's also seriously booby-trapped with Water Mines—mines only a boat passing overhead can trigger. Luckily, someone thought to provide you with a spare Speedboat.

Check the mine array, and then back off a bit for a good run. Oh, yeah—save the game. Floor it, scream toward the mines, and bail out—left or right, it doesn't matter—before Lara goes down with the ship (or up with the boat, as the case may be) (Figure 2-6). Swim over to the dock where Speedboat number two waits to fill the void, and don't neglect to gather the M-16 clips off the Goon you pegged from above earlier.

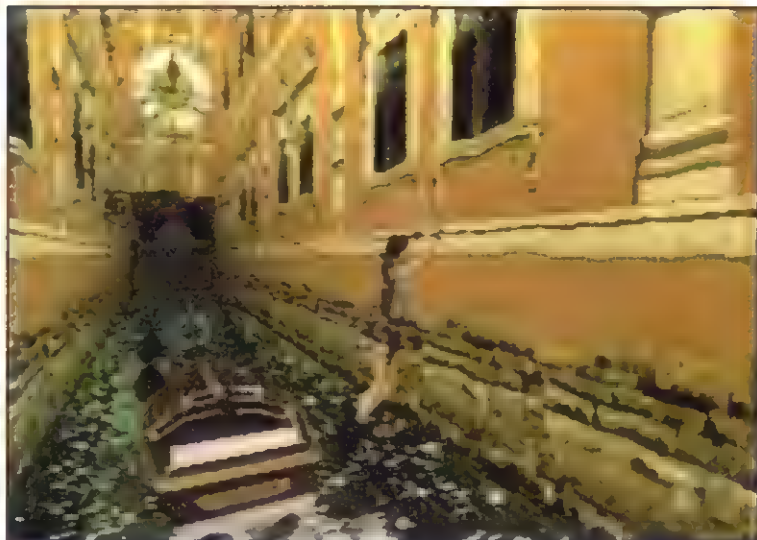


Fig. 2-6. Using one of the two Speedboats to blow the Water Mines is the only way Lara can reach the level's end.

Toward the Iron Key

Hop in Speedboat number two—for reference, the locked door here is the Iron Key Door—and head back toward the lock that raised the first craft to this level for its quick demise. You pass large open doors on your right; a gunman Goon waits on the short plank around the corner to the left. Bail out of the boat, and polish him off quickly once you Pull Up to stand on the dock. You'll find he leaves ammo for both an Automatic Pistol and a Shotgun in his wake.

Continue on down the wide waterway. You'll pass a wide intersector on the right—where clothes are hung out to dry across the canal—and then a narrow, watery avenue on the left, with the gate you raised from the switch behind the Steel Key Door.

TOMB RAIDER II

Just past that narrow waterway, the wide canal turns to the right. Smash the pair of gondolas parked at the dock and disembark. When Lara's feet hit the planks, the nearby door opens, and a bat-wielding Goon emerges. Silly Goon—bringing a bat to a gunfight! If you're using anything but your Pistols, change weapons before you go into the dark room to throw the switch you find, or you'll waste good ammo on a couple of Rats. Throwing the switch displays a cinematic of a door opening in a place you have yet to visit. Pause before returning to the Speedboat and collect the level's final Secret.

SECRET

Secret 3: Jade Dragon

From the dock where the blasted batter lies, look up and you'll see a room with windows. Jump Up/Grab/Pull Up to reach the ledge; then blowout the windows to claim the Jade Dragon from the bed (Figure 2-7). Exit the way you came and pile in the boat to continue.

Fig. 2-7. The Jade Dragon waits with little resistance. Say, is that a ramp over there?



The Iron Key

Turn around and take the narrow waterway on the left, bearing left again when it intersects the wider canal, and you'll discover the door the switch opened. Hop out of the boat to the sound of pacing footsteps. Inside the door, which seals behind you, lies the Iron Key, resting in a knee-high pool of water surrounded by ladders.

Trouble waits upstairs in the form of a Goon and another Doberman. Their proximity makes the Shotgun the weapon of choice for this encounter. Gather the Small Medi Pack from your fallen foe and throw the wall switch to open the exit. As you do, you may notice more footsteps, these from a dock near where you parked the Speedboat moments ago.

OFFICIAL STRATEGY GUIDE

The Goon down there is heavily armed and he has a killer vantage point. If you're feeling tricky, of course, you can Backflip from the ledge and try to peg the Goon into submission before Lara hits the water. Extra style points there (Figure 2-8). Otherwise, try to target through the crack between the door that opened and the wall: that's probably the safest way to reclaim your ride.

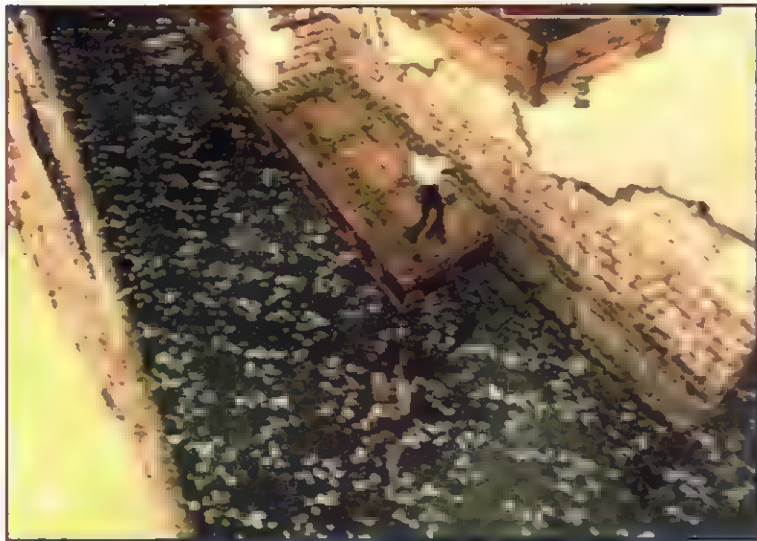


Fig. 2-8. You can Backflip from the ledge and open fire if you're feeling tricky.

The Second Gate Switch

The second gate switch lies behind the Iron Key Door, back where you acquired the first Speedboat. Double back there and apply the Iron Key, ready for the heavily armed Goon guard. The switch is near the window; although raising the second gate doesn't seem to have much significance, having both in the upright position is the only way to make a path to the Level Exit. (Remember? It's the large double door nearby, where you exploded the Water Mines earlier.)

Final Puzzle

You've one more long canal trip to make before a final frantic dash for those double doors.

Head back past the sealed door (where you picked up the Iron Key moments ago), down the wide canal, under the overpass, and bear left. An open door lies at water level on the right, but pass it by and back your Speedboat up to the next opening. Repeat: Back it up, making a nice clean line toward the large wooden ramp you can see flush with the building on the left. Get the idea? Leave the boat there while you swim through the open door, wading to a shallow point where you can draw your guns and exchange fire with the Goon on the plank. He'll drop ammo for the Automatic Pistol when he kisses the wood. Save the game.

TOMB RAIDER II

Near the bad guy's crumpled form is a wall switch. Press it and you'll view a cinematic of the Level Exit opening. It's a timed switch, alas. The good news is the timer doesn't start until you hop off the ramp and into your Speedboat: The tolling of distant bells tells you the clock is running.

Gun it and head for the ramp. Any major screw-ups ruin the run, so don't kiss any walls if you can help it. You need serious speed over the ramp (Figure 2-9), but then you'll have to power down and make a tricky dogleg—not the first left (an extreme 90-degree turn) but left in the wide canal—and then quickly right into the narrow avenue with the now-opened gates at either end.

If you can make it through that first turn with no major hang-ups—and used the other Speedboat to remove the Water Mines—the hard part is over. Hang a right in the wide intersection. Don't cut it too tight, or you'll hit the corner of a building there. Then gun it down the homestretch.

Fig. 2-9. Using the ramp to catch some serious air is the only way to make it to the Level Exit within the allotted time.



OFFICIAL STRATEGY GUIDE

Venice

KEY/PUZZLE

Boathouse Key

LOCATION

dropped by Goon on balcony

USE/SOLUTION

opens Boathouse door from the inside

Steel Key

dropped by Goon in upper courtyard

opens nearby door

Iron Key

on floor in watery room

opens door near second Speedboat

Automatic Pistols

on Goon who arrived when Boathouse opened

shoot him, take them

Boat Lock

two adjacent chambers connecting canal systems

allows Lara to get both Speedboats to the upper level
use a Speedboat to blow the mines

Water Mines

near level exit

use long ramp to reach exit before it closes

Level Exit

near Water Mines





Enemies

Goons, Dobermans, Rats

Weapons

Uzis

Mission 3

Bartoli's Hideout



LARGE AND IMPRESSIVE IN ITS PUZZLEMENTS, “Bartoli’s Hideout” also includes three very sneaky Secrets. Even the Uzis are hidden in a place that might as well be considered Secret, if not downright diabolical. If you can handle the Hideout, you can handle the next five or six levels, no sweat. OK, maybe the next two or three. Well ... maybe you’ll make it through the Opera House. Maybe.

Mission Walkthrough

Level Opening

Disembark at the dock and pop a couple more Rats. The switch that opens the front door is around the building to the left as you face it. Expect resistance from the resident Goon and his rodent pals. Another Goon will come to see who’s messing with the door switch when you hit the toggle. Both henchman carry Medi Packs—the first a large one, the second the smaller variety.

OFFICIAL STRATEGY GUIDE

Through the Front Door

Get those guns out and target to the right as you enter: A gun-toting Goon is patrolling on the balcony above you, and another will come around the corner from the right at floor level after you've plugged his compadre.

After the gunfire dies down, grab the Shotgun Shells from the floor-level Goon and check the windows to your left. Once you've smashed them and venture near, a pair of Dobermans bound inside to play. In the far corner of that back courtyard is a significant stash—a Small Medi Pack, Flares, and ammo for the Automatic Pistols.

The Three Swordsmen

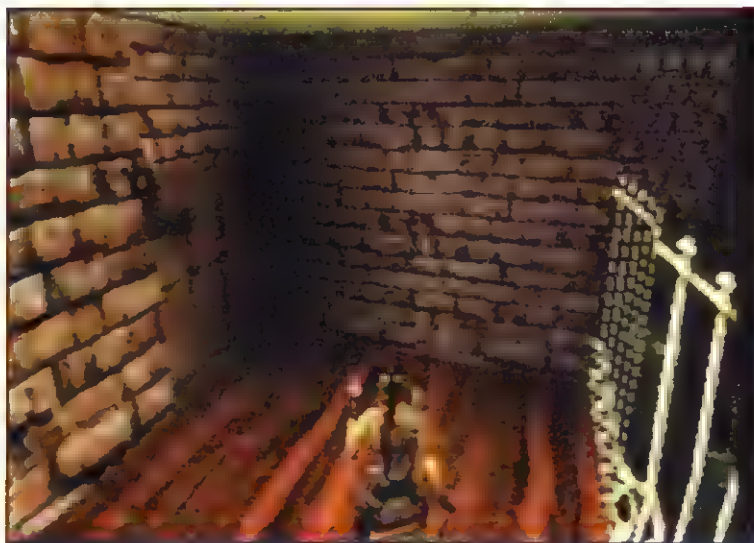
When you investigate the dark corridor flanked by the statues of swordsmen, they begin hacking away at the avenue in front of you. Stay as far to the right as you can in the narrow space, and creep forward: You can't step into the small square parallel to the swordsmen without getting slashed, so wait for each to raise his blade and then Run past into the next safe area (Figure 3-1). At the end of the corridor a small landing is fenced off from the water. Strike a Flare to throw off the gloom, and you'll see a switch in one corner (Figure 3-2). Throw it and view a cinematic of a door opening back near the canal.



Fig. 3-1. The swordsmen will cut Lara down to size unless she sticks to the right wall and times her run well.

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Fig. 3-2. Light a Flare to reveal the switch on the darkened landing.



Reaching the Open Canal Door

To continue, you must reach that newly opened portal. Of course, it's too far from the waterline for you to pull yourself in from a swim in the canal. The trick is that you actually come at it from above, via the balcony where you dropped that Goon when you entered the building.

To reach that balcony, stand with Lara's back to the sloped wooden block in the center of the room. Press back against it, with the slope behind you, and take two steps forward. Now Jump Back/Jump/Grab, and you should catch the ledge you were facing. Walk along the tiled section of the floor at that height, and Pull the large, ornate block (Figure 3-3).

Fig. 3-3. You must Pull the large ornate block to reach the area on the other side of it from the floor below.



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Now jump back down to the floor. Notice that another wood section is elevated slightly above the rest of the large ground floor. By standing on that section, you can Jump Up/Grab/Pull Up to the balcony opposite the one with the fallen Goon (the area you can reach is the reason you had to move the block back). Run/Jump Forward to clear the low rail around the Goon's balcony, and claim the Automatic Pistol ammo you find.

Yes, ultimately you are still headed for that portal near the canal. We promise. And don't worry about the footsteps you can hear. Yet.

On the balcony with the fallen Goon, climb up the wall where the plaster has fallen away and then climb horizontally to the outside opening (Figure 3-4). Turn right, and wait for the Goon to stroll out onto the verandah. You're not headed in his direction, but he'll shoot you in the back if you don't deal with him first.

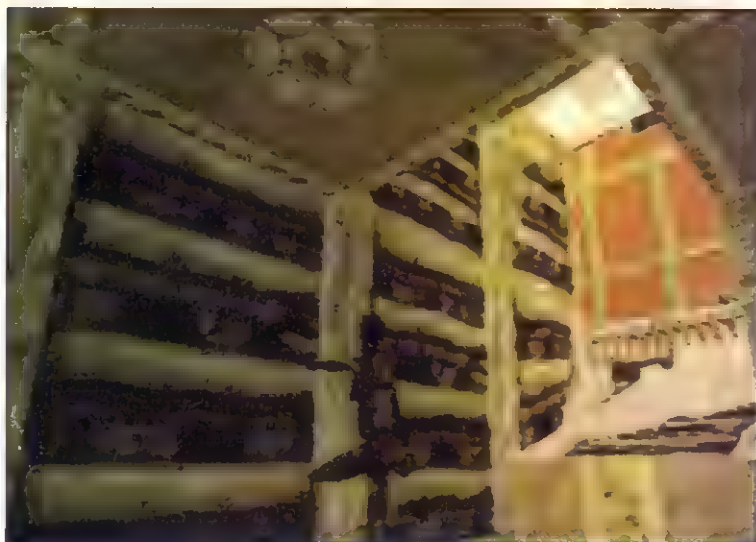


Fig. 3-4. Climb horizontally from the balcony to reach the outside area.

When the Goon is history, do an about-face to see that one end of this balcony has no railing. Run/Jump Forward/Grab from that opening toward the awning across the canal. You won't catch the edge of it outright, but you'll land atop it and Slide down. As long as Lara is Grabbing, she'll catch the edge of the awning.

From there, Shimmy Left to the end of the overhang and toggle the Look Command for a moment. You'll see there's now another balcony behind you. Pull Up/Jump Backward to execute a stylish landing on that platform. Now hang a left and Run/Jump Forward/Grab/Pull Up to reach the small platform in the distance.

From the small platform, you can Jump Forward to the awning across the canal (Lara won't slide on this one). After that, Jump Forward/Grab toward the door you opened with that switch so long ago. You won't actually grab the ledge, but the action lowers your trajectory enough that Lara doesn't smack her head on the wall above. Now whip out those guns and deal with the two Dobermans coming to see about all the commotion.



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SECRET

Secret 1: Stone Dragon

As you enter the large room where the gunman lurked, turn left and examine that wall. Hidden in the pattern of the wallpaper is a switch that opens the large door in the hallway outside (Figure 3-5). It gives access to the balcony a Goon patrolled earlier (the one we warned would shoot you in the back). You'll find he coughed-up Shotgun Shells on his demise, right next to the Stone Dragon (Figure 3-6).

The Upstairs Area

After you send the doggies packing, creep over to the open doorway, sliding left to lure the gunning Goon hiding just inside the large room on the right side. After disposing of him, pause to collect the level's first Secret.



Fig. 3-5. The wallpaper pattern conceals the switch that accesses the first Secret.



Fig. 3-6. The Stone Dragon waits on the balcony behind the large door.

Escaping the Second Floor

Back in the room where the gunman lurked earlier, blow out the window and step back: Another patrolling Goon arrives to get his comeuppance. Search his remains for two bunches of Uzi clips; then walk along that ledge to the window farther down, and save the game.

Blow out the window. When you set foot in the room, the doors on the right open, and a bat-wielding Goon and his pup appear. Worse, at the same time, another free-swinging appears on the balcony almost directly behind you.

That's a lot of trouble. Consider backflipping into the room and opening fire on the Goon who appears on the balcony outside, as you rush him, and regain your perch. The other Goon will be hot on your heels, and he'll follow you out onto the balcony, but at least the Doberman will be stuck down below. If you can slip past the Goon on the balcony—ideally, of course, you kill him—the Goons will have to give chase. You can either Roll and open fire while Hopping Backward, or rush back into the first room (with the hidden switch) to buy more time. Of course, the Doberman almost certainly will join the fray at that point.

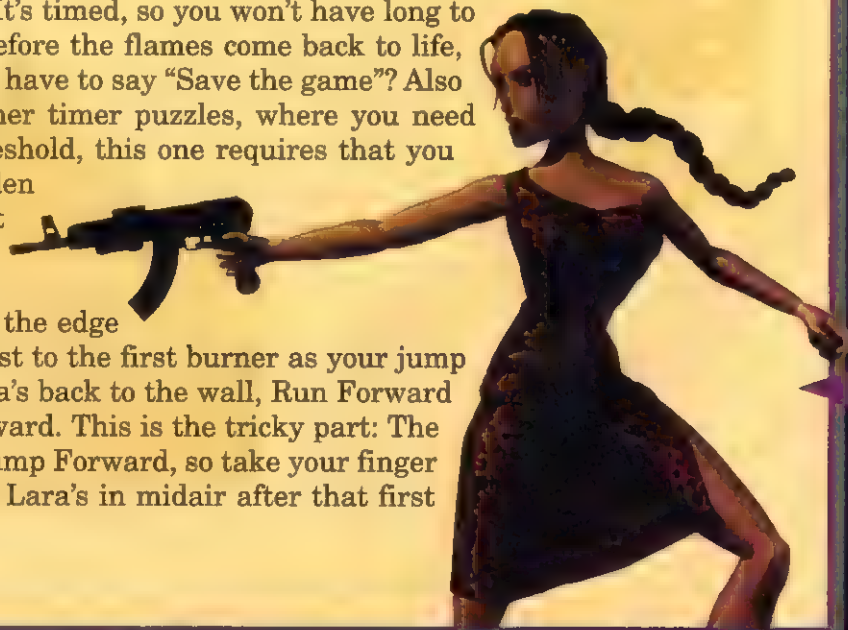
When things calm down, check the fireplace. Push the block at the back twice and then climb atop it to make your escape.

Bladed Slope and Burner Trap

From the block you pushed to escape from the second floor, Jump Left and snuff the Rat. At the end of that passage is a sloped surface, so walk to the edge. The blades there start swinging as soon as you cross the threshold. Very bad. Instead of sliding, stand at the extreme right side of the doorway, take one step left, and one step back. Jump Forward/Right to miss the blades and land in the water below. You may take a little nick, but at least you'll still have both your legs.

Pull yourself up onto the wooden section facing the burners, and the flames disappear. It's timed, so you won't have long to make the series of leaps before the flames come back to life, and Lara loses hers: Do we have to say "Save the game"? Also note that, unlike some other timer puzzles, where you need simply cross a certain threshold, this one requires that you actually stand on the wooden square; that is, you can't jump over it and still make the flames go out.

With that in mind, use the edge of the wooden section closest to the first burner as your jump point (Figure 3-7). Put Lara's back to the wall, Run Forward to that line and Jump Forward. This is the tricky part: The next two jumps are pure Jump Forward, so take your finger off the Run key as soon as Lara's in midair after that first

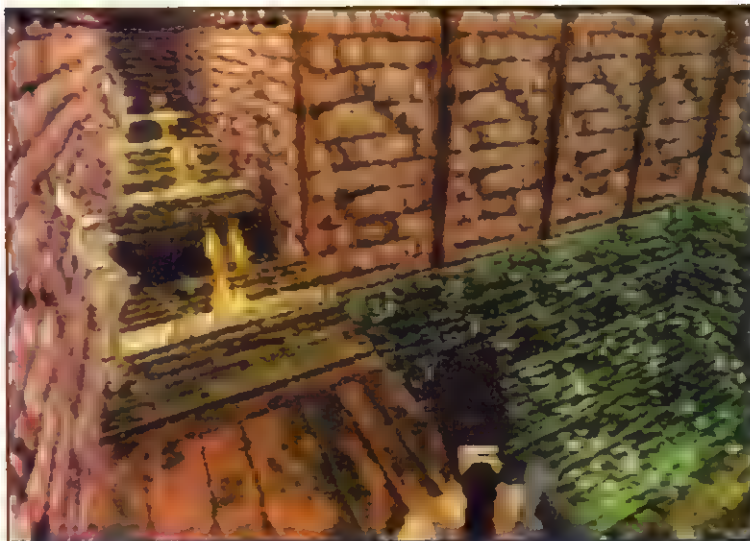


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leap. Jump Forward twice (quickly, eh?) as soon as you hit the ground, and you should arrive safe and uncombusted on the other side of the trap.

Save the game.

Fig. 3-7. Run and jump from the edge of the wooden floor section to defeat the three-burner trap.



The Library Key

When you approach the portal at the end of the hallway, it opens, and a Goon opens fire. Two Dobermans are in attendance, so target the Goon quickly to minimize damage done: He generally favors the left side of the room, while the doggies keep to the right.

Climb up on the sloped surface, and Jump Up/Grab/Pull Up to climb atop the lowest chandelier. Turn right and Run/Jump Forward/Grab/Pull Up to reach the nearby ledge with the switch. Throwing it gives a cinematic of a trapdoor opening behind the fire in the fireplace, but don't rush off just yet. There's plenty yet to do in the Ballroom.

Jump Forward back to that lowest chandelier; then Run/Jump Forward/Grab/Pull Up to reach the next highest. Turn right, and Run/Jump Forward to reach the landing where you can see the switch. Throwing the toggle opens a picture on the wall right of the fireplace. Behind is a small chamber that holds the Library Key (Figure 3-8).

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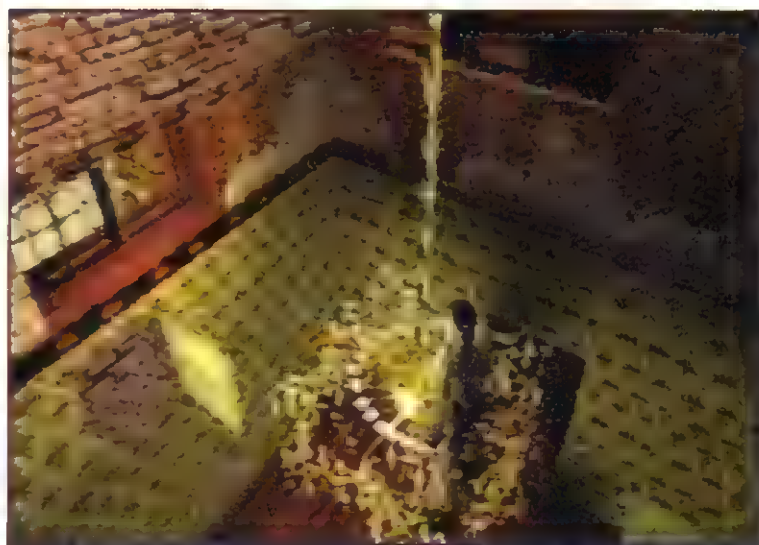


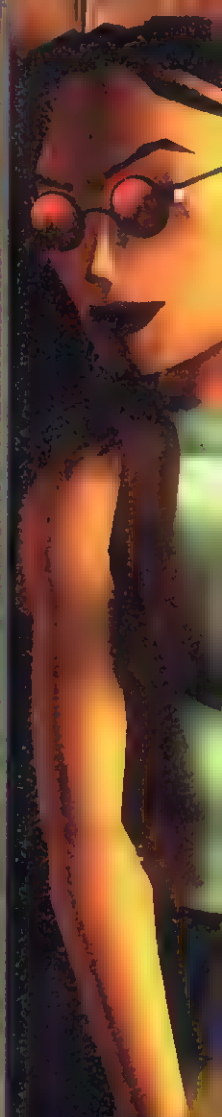
Fig. 3-8. The switch you reach from the second chandelier reveals the Library Key.

Jump Forward/Grab/Pull Up to return to the central chandelier, and then Run/Jump Forward/Grab/Pull Up to reach the uppermost light fixture. Unfortunately, its current height is most un conducive to acquiring the prize. Instead, Jump Up/Grab/Pull Up to reach the ledge at the far end of the room, turning quickly to the right to deal with a couple of rafter Rats.

Head toward where the Rats came from and Jump Up/Shimmy Right/Pull Up to stand atop the highest rafter. Run/Jump Forward to reach a section of wooden planking; a large brick construct lies on your right. A Goon waits behind the bricks, so approach with caution. Try facing that brick construct with the brick wall of the building itself on your left. A long section of planking running along the building's wall allows you to back off when the Goon clambers over ahead—but watch that you don't back off too far!

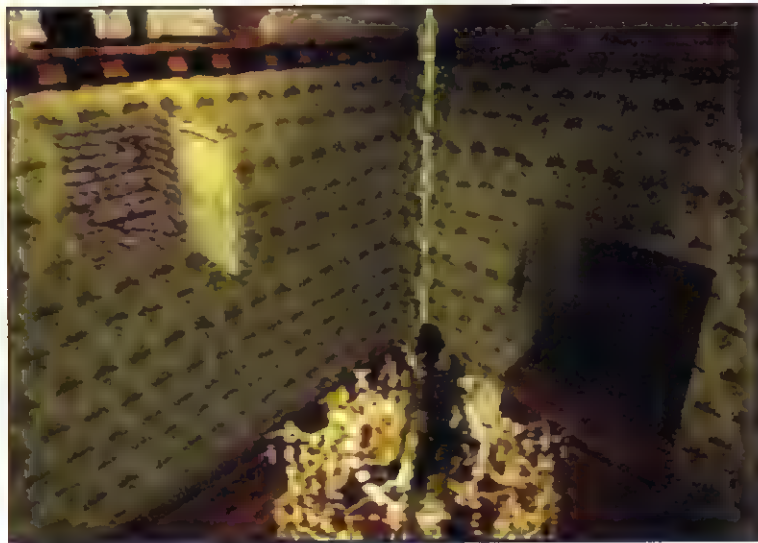
Grab the Small Medi Pack from the site of the Goon's defeat, and climb atop the brickwork. Hang a left and Jump Forward to reach the Ballroom's final switch. Note: You may decide to return to this switch in a moment. It adjusts the height of the chandeliers. The first toggle makes the Library Key accessible, and the second flip returns the lights to their original configuration. That allows you to jump to the window sill from the first fixture with minimal fuss (although you can also accomplish the leap from the first-flip configuration).

After you hit the switch the first time, Jump Forward back to the brickwork; then Step Down to the top of the chandelier closest to the cut-out portion of the wood walkway. Jump Forward from one chandelier to the next until you reach the one adjacent the key chamber (Figure 3-9). Run/Jump Forward/Grab/Pull Up to reach the Library Key; then repeat that sequence to return to the nearby chandelier. Run/Jump Forward/Grab/Pull Up to return to the chandelier at the other end of the line. Without resetting the lights, you can Run/Jump Forward/Grab to reach the ledge adjacent to that first fixture. You'll bump your head, and you won't actually Grab anything, but the movement lowers your trajectory so you'll land on the ledge.



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Fig. 3-9. Adjusting the height of the chandelier makes the Library Key accessible.



The Trapdoor Trap

From the ledge near the switch, walk out onto the sill and hang a right. Look down to see the back of the fire in the fireplace. If you simply Step into the hole, however, there's a chance you'll land on the ledge next to the blazing logs. Death follows. Hang and Drop to make sure you hit nothing but the pool of water far below.

Gold Dragon

Outside the Library Door is a switch beneath the water. You can also reach this area by bailing out one of the Ballroom windows, but we figured they put the switch here for a reason. Might as well use it. Throw the switch and swim through the door that opens. Surface, and turn right. You should be treading water with the floor close beneath you, and an obvious opening in the floor to your left. It probably will help to light a Flare at this point. Swim down through the opening and buttonhook to the right around a corner. Swim through the large opening and look up near the top of the wall you're facing to see another small avenue. Swim through it and turn right. On your left, now, near the bottom of the wall, lies another small passage. Swim through and look quickly left. Swim there and grab the Grenades; then turn right and swim along the wall to discover the Gold Dragon (Figure 3-10). After you acquire it, throw the switch nearby. That opens a door far above. You can swim up there to get your breath, but don't try and climb out: You'll be right in the middle of that nasty burner trap, with nowhere to go but up—in flames. Suck some air; then swim back down through the maze and return to the area outside the Library Door.

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Fig. 3-10. Carefully follow the directions in the text to navigate the watery maze and reach the Gold Dragon.

The Sealed Library Door

As you enter the Library, a Goon attacks from the doorway on the far side of the foyer. A wall switch lies to your right, but ignore it for now. The path to pursue leads through the large doors off of the central chamber—the doors that open when you arrive.

Go through the doors, circle around right of the bookcases, and climb up the case on the left. Look up to see a small open area above. From there, you can peg the two Rats at your leisure and hop over to throw the wall switch. Now view the cinematic of doors opening back in the central chamber, and a pacing Goon anxiously anticipating your arrival.

The Detonator Key

When you've had your way with the resident bookworm, enter the antechamber and climb the stacks on your left. From atop those, you can Jump Forward to the area near the window, turn left again, and climb higher still. Blow out the window at that level and Jump Forward in that direction from the corner of the bookshelf to reach the sill. There's a slope ahead, so stick the landing by holding down the Walk button for safety's sake. Save the game.



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Step backward out the window and Slide/Grab to catch the edge of the small awning. Pull Up/Jump Backward to backflip onto another small landing across the outer courtyard. From there, you can either Run/Jump Forward or Jump Forward/Grab/Pull Up to reach and stand on the small section of rooftop directly across from you.

Save the game.

Now turn left and Hop over to the top of the brick wall. If you overshoot the top of the wall and would like to get your hands on the Uzis without backtracking, reload the game. Now read the boxed text titled "A Fourth Secret".

Uzis in hand, drop down to the walkway alongside the shack and test your new toys on the resident Goon. Grab the Automatic Pistol ammo from his fallen form and claim the Detonator Key from the table.

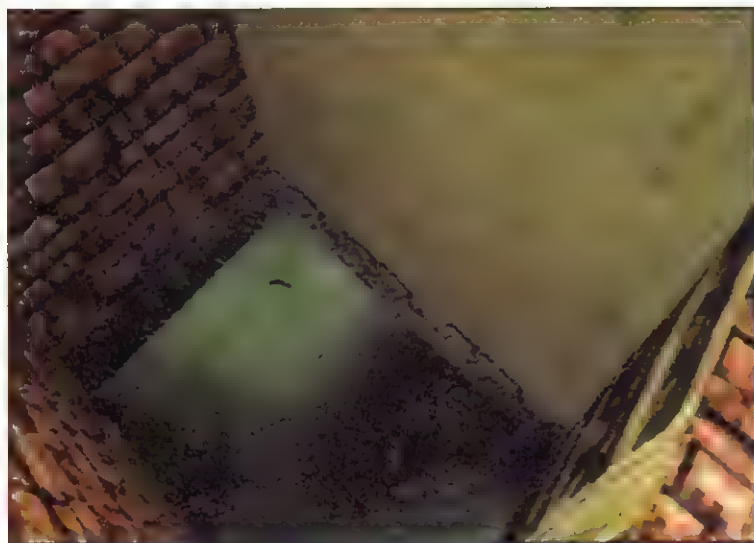
A Fourth Secret

Walk to the opposite end of the brick wall and notice the small sloped section. Stand on the extreme end of the wall—the highest edge of the slope, back to the wall behind you, facing the roof of the building across the canal. If you Run/Jump Forward/Grab/Pull Up, you should be able to catch the low edge of the roof. It's tricky, with the wall so close on your right as you arc skyward, but it can be done. Pull Up to the rooftop.

Now walk to the opposite end of the shack, near the stovepipe. That darkened area with the irregular surface is your target. Dare we say "Save the game"?

Stand on the edge of the roof, back off about two sectors from the ledge (look down to get your bearings), Jump Forward toward the edge of the ledge, and Grab. You won't be able to Pull Up until you Shimmy Left a little. Behind that wall lies a shallow pool of water, in one corner of which wait the Uzis (Figure 3-11). There's no extra charge for this accomplishment, which will always have a special place in our hearts—akin to a fourth Secret.

Fig. 3-11. The Uzis are within Lara's reach. Can you feel the balance of power swing?



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The Detonator Box

From outside the shack where you picked up the Detonator Key you need only step on the landing in front of the sealed wall portal and the door opens. Unfortunately, a Goon waits just on the other side, and he'll shoot you several times if you Pull Up.

To hit the area standing from a jump, note the irregularity in the walkway outside the shack. Stand at the very corner of the one raised walkway, off to left of the door. Take three steps backward; then Run and Jump Forward, making sure to leap from the raised section as opposed to that single lower square. Uzi, anyone?

Collect the Large Medi Pack from the perforated Goon and head back through the main chamber of the Library to throw that switch near the unopened door. When you cross the threshold, a pair of Goons enter the room from the left, so be ready to backflip. One Goon drops a box of Shotgun Shells when he succumbs; the other relinquishes Uzi refills.

Before you put the Detonator Key to its intended use, we advise you to go and get the level's third Secret. Trust us on this one.

Having acquired the Jade Dragon, Hop into the water and swim to the low brick wall farthest from the building. Atop that, as you probably noticed, is the Detonator Box. Position Lara so she faces the building with the overhead verandah before plugging in the Detonator Key. That way the Goon who appears up there won't take potshots at our heroine's back.

Once the detonation is done and the brief battle concluded, climb atop the brick wall again and use it to get into the blown-out building. If you hit the water, look for the low wooden landing next to the small brick construct (below the verandah). You can jump from there to a nearby sloped slab, and thus gain the remains.

From the rubble, the series of Jump Up/Pull Ups and Jump Forwards it takes to achieve the uppermost reaches are obvious. A pathway at the top leads to a sloping passage into darkness, and the end of the level.

SECRET

Secret 3: Jade Dragon

Before using the Detonator Key, bypass the Detonator Box and instead climb atop the brick wall. Hang a left and run the length of the wall, Pulling Up to the top of the brick box, and then again to stand on the sloped section of roof. Blow out the nearby window, and claim the prize from the table top. No telling where that thing might have ended up after the blast.

Venice

KEY/PUZZLE

Library Key

Detonator Key

Uzi

LOCATION

hidden behind a picture in the Ballroom

in a waterside shack outside the Library

in a shallow pool near the Detonator Key shack

USE/SOLUTION

two of the three switches in the Ballroom control access

climb the Library shelves

break out a window

solve the movement puzzle

get atop the Detonator Key shack

look for the shadowy area



Enemies

Goons, Dobermans, Rats

Mission 4 Opera House

BIG. COOL. DEADLY. "Opera House" is a nasty combo of killer Goons and circuitous puzzles. Don't worry: It's an inside joke, and you're almost inside. Watch out for those patches of glass on the ground, and the sandbags banging down from above. Then all you have to worry about are the loads of lead flying in Lara's direction. At least at the end you get to take out some frustration on big boss Bartoli himself. And at the very end ... naw, we won't spoil it. See for yourself.

Mission Walkthrough

Level Opening

Getting out of this level's opening area is a bigger task than you've faced so far, but it goes relatively quickly as long as you head in the right direction.

The first order of business, as you contemplate the swinging box, is the Goon on the plank below you. As you work your way around this large outside area, you can occasionally squeeze off a few shots, while he returns the favor on a regular basis. Or you can Run/Jump Forward to the small flat area of rooftop across the canal, and use that as a vantage point to Jump and get in some shots from good cover.

Let's assume you've polished off the punk, and claimed the Automatic Pistol ammo he relinquishes. Standing on his platform and facing the "Bartoli's" poster across the canal, jump into the water and swim around the building to the left.

The Ornate Key

Climb up the ladder. When it zigs to the left, hop off on that landing, only a small square. Turn around and walk to the edge of the landing, facing the canal. Jump Up and Pull Up to reach the area above, and throw the switch you find to view a cinematic of a rooftop opening.

Continue up the ladder—Jump Forward and Grab to reacquire it—to the larger landing above. From that area, Run and Jump Forward to the white landing on the opposite side of the canal. Hang a left, and Run/Jump Forward/Grab/Pull Up to the wooden landing where the box is swinging back and forth.

Keep moving along that side of the canal: Run/Jump Forward to the Sliding slope of the rooftop, then Grab/Shimmy Left to reach the small platform. From there, you can Run/Jump Forward/Grab in the direction of the opened trapdoor. The Grab should lower your trajectory enough that you just kiss of the corner of the opening, and drop unscathed to the floor below. Have those guns ready as soon as you hit the floor (Figure 4-1), and claim the Ornate Key.

Be ready to backpedal when you head upstairs, as another Goon comes bursting through the door in front of you. He'll drop a Small Medi Pack when you drop him. Head upstairs.



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Fig. 4-1. Pull out those guns the second you hit the floor, and greet the Goon in terms he can relate to.



Glass on the Floor

Retrace your steps to the wooden platform near the swinging box, this time moving to the end farthest from that long, white platform on the adjacent building. You should be looking at a platform, with a small building to its left. In the center of that building's roof is a wide opening, and in the front of the building a wide window.

Run/Jump Forward from the platform near the swinging box to hit the Sliding slope beside the right-hand wall, then Grab/Shimmy Left to reach that small flat section in one corner the building. Though it's possible to leap through the hole in the roof, that turns out to be a very painful experience.

What you can't see from your vantage point on that flat section is that the floor below the hole in the rooftop is covered with deadly sharp shards of broken glass. Instead of going through the rooftop, then, you need to go through the window. With Lara's back to the white wall, Sidestep left and then turn slightly to the right, Jump Forward, and Grab. You should slide down the slope of the roof and hang in front of the window. Now let go of the Grab for a split second, quickly pressing it again as Lara falls: She'll catch the ledge below the window. Pull Up, and shoot the window open.

Getting past the glass on the floor is one of those confoundingly simple problems. Just walk into the room. The ledge is low enough that you can step off and avoid impalement.

To reach the ladder at the far end of the room, depress the Walk Command and proceed slowly. The glass won't hurt Lara's tootsies as long as she's in Walk mode. Up the ladder, at the end of a darkened hallway, is the locked door that requires the Ornate Key.

Collapsible Roof Tiles

The collapsible roof problem is a welcome respite from the game's usually strict parameters of puzzle solving. The key is to start your run properly—by not Running at the start.

Line Lara up so she looks at the three consecutive tiles in the direction of the far wall. Stand at the edge of the solid roof and Jump Forward to begin your charge across the tiles. If you Run and Jump, Lara takes too long to regain her feet after landing, and she plummets to the floor far below.

If you simply Jump Forward, she can hit the ground and begin Running. At the end of that three-piece section—on the Run—Jump Forward again. Finally, at the end of the next two-piece section (still Running, eh?) Jump Forward/Grab/Pull Up to the ledge. Follow the path to reach the top of the Opera House proper, stopping at the edge of the next area, Pistols drawn.

Opera House Roof

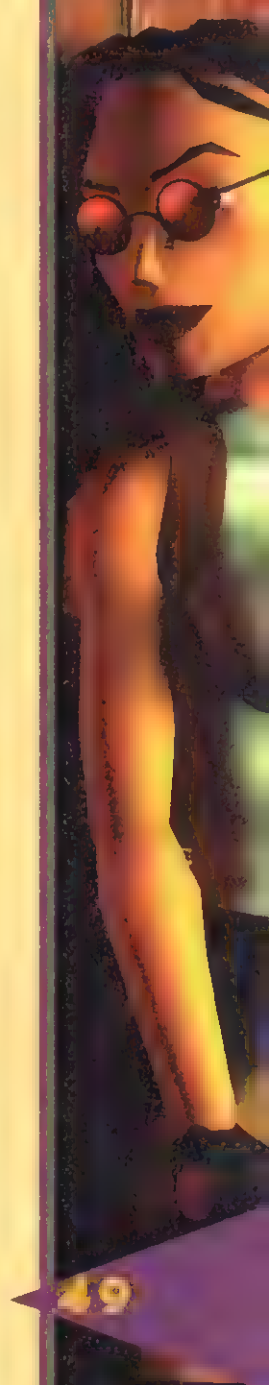
The point of the Opera House roof, of course, is to get inside the Opera House proper, but you have some combat to get through first. From the ledge overlooking the roof, deal with the lone Goon on patrol, and then pivot and holster those Pistols. Step backward and Grab the ledge; then Pull Up to the same vantage point. That should lure another Goon and a pair of Dobermans out of hiding.

After dealing with the second wave, Run/Jump Forward from your ledge to the bulging roof and veer left to encounter more Goon trouble. They're running in the pathway below that circumvents the raised roof, and your height advantage should be a deciding one.

When the coast is clear, gather the goodies from your fallen foes. From the four of them, you should receive ammo for both Shotgun and Automatic Pistol, as well as a Large Medi Pack and a Small Medi Pack. Don't even think about Jumping down to the glassy area where you can see the Gold Dragon. You'll come at that from a much safer avenue later. Instead, get back on the bulging roof and inspect the swinging box from the edge of the bulge which is closest to it.

Sidestep all the way to the left, back off, and Run/Jump Forward/Grab/Pull Up to reach the small safe area, with the box swinging back and forth on your left.

Light a Flare. Down below, left of the box, is a wall button (Figure 4-4). When you hit it, you'll view a brief cinematic of the three trapdoors adjacent to one another on the roof as they open, and another pair of Goons come out to play. Hop back out of the hole to deal with the gruesome twosome, and then drop down through the newly opened trapdoors.



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Fig. 4-2. You'll find the button that opens the roof's transdoors in the rooftop area below the swinging box.



The Control Room

In the control room below, you confront a pair of switches. Throw the left one to open the grating nearest it. Throwing the switch on the right has no effect until you find a Circuit Board that plugs into the electrical panel around the corner (Figure 4-5).

Fig. 4-3. The switch on the left opens the nearby grating. The one on the right is inactive until you find the Circuit Board and plug that into the panel you can see in the small central alcove.



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Exit the control room through the grating the switch opened.

Getting out of the small area is relatively simple. Just press the small wall switch to close the grate you opened moments ago, and climb back up the ladder—and continue climbing up the outside of the grate until you're across from the opening that its "closed" position allows access to. While you're at it—pressing the switch, that is—you might run a leisurely arc near the bottom of the wide, sloping hallway. That springs a boulder trap, and standing near the switch keeps you out of harm's way.

The Upper Floor of the Opera House

Note the sandbag hanging in your face as you stand in the small niche above the Opera House's upper floor. Venturing beneath those is a definite no-no. When you hop down—carefully—look left to dispatch a gunman Goon, and then claim his Small Medi Pack. The footsteps you hear come from the level below, and signal no immediate threat.

In the opposite direction from which the gunman appeared are a set of double doors. Move toward them until they open, and backpedal (watch that sandbag!) to deal with the Goon and Doberman that rush out. There's nothing of interest in the darkened interior, but dealing with those foes now makes life easier later.

If you explore toward where that first gunman came from when you set foot on this level of the Opera House, you'll find naught but a pair of Dobermans—and another switch near a panel that's missing a crucial Relay Box. (That's the first puzzle piece you'll have to come up with to continue exploring past a certain point.) Head back for the Opera House proper.

Opera House Combat

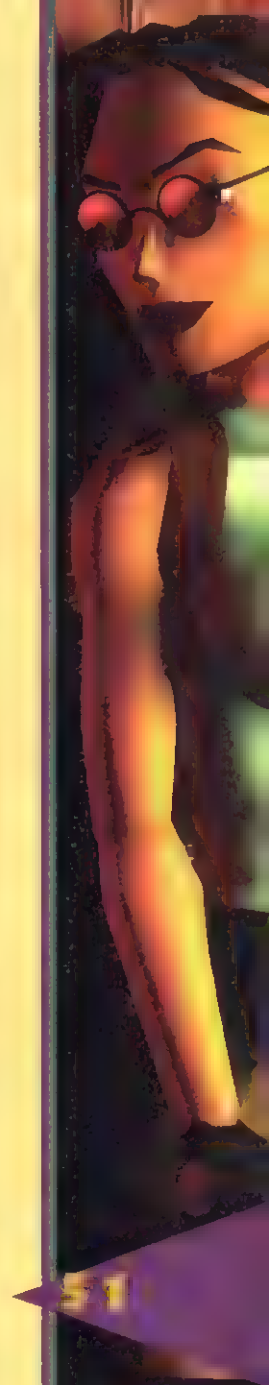
The first order of business, before you lock in on finding the Relay Box, is clearing the immediate area of homicidal thespians.

Circle around the upper tier to near the open double doors (Whack! Sandbag!) and look through the hole in the floor. Back off three steps and Run Forward to reach the small landing just below. When you do, a Goon and two Dobermans appear at floor level, splashing around in the water that's collected there. Dispose of them from your perch before continuing, which you should do by dropping to the walkway below.

Have you noticed the dark-clad Goon lurking in the shadows on the level below the uppermost one? Take care of him so you can move around the floor without getting pegged from a distance every few seconds.

Hop down to the floor and use the box near the wall farthest from the stage to Jump Up/Pull Up to the level above. Make your way across the broken floor sections. Go past the corner of the room to the big break in the walkway, on the other side of which is the curtained wall. From that edge, you can Jump Forward/Grab/Pull Up to reach the area where the Goon paces back and forth. In fact, he'll probably shoot you several times for your trouble. Return the favor, and collect a couple of packs of Automatic Pistol ammo after he's reached room temperature.

The avenue you see heading down from this floor leads toward an important key,



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but you might as well get the aforementioned Relay Box, first. The key, which opens the lock near the recently fallen foe, works in conjunction with the Circuit Board, and that's still a ways off.

Drop back down to the floor of the Opera House at the spot where you climbed up before (that low box): A pair of boulder traps await triggering a little farther down the back wall, and you'll have more time to react if you see them coming. If you charge across the second step near the pool and keep running until you reach the far wall, you'll draw both batches of boulders. There's another boulder bunch in the darkened doorway at floor level, though you have to venture into the gloom to trip the trap, and get no reward for the risk.

Take the Large Medi Pack from the villain you slew earlier—the one with the two pooches that you blasted from above—and then wade out into the water to deal with a Goon who's suddenly arrived on stage. He drops Uzi refills when he takes his final bow. When you climb onstage yourself, a Doberman appears from the left and another Goon materializes near the waterline behind you. When the coast is clear, check the area the doggie came from to discover a small room with a switch.

The Relay Box

Throwing the switch displays a short cinematic of a grating opening at the far end of the stage. Also note the sealed door on the wall opposite the switch. Hopefully, you'll never need it.

At the other end of the stage, your approach sends in the Goons; one coughs up a Large Medi Pack. Stop at the edge of the stage, before the dropoff into the large room, and Jump Up/Grab/Pull Up to the ledge where the grating opened moments ago.

Walk cautiously through the glass shards to where the upright plank blocks the path. Turn left and Run/Jump Forward/Grab to latch onto a crack in the wall. Shimmy Left, Pull Up into the open area, and hit the switch to drop the plank across the path.

You can Run/Jump Forward to regain the wooden walkway, but stick the landing or you risk running into the broken glass. Head for the far end of the walk, and Run/Jump Forward/Grab/Pull Up to reach the landing to the left. Jump Up/Pull Up to the area above, then about-face and Run/Jump Forward/Grab/Pull Up to continue upward. Blast the Rat, and consider the swinging sandbags.

If you move to the edge of the first platform, and Jump Forward as the sandbag swings out of your way, you shouldn't take any damage. The second bag poses even less of a threat once you realize you needn't pass anywhere near it to Jump Forward to the opposite ledge. Throw the wall switch, and a sandbag breaks free over the stage. It crashes through the floorboards to reveal a pool of water below.

Approach the ledge up here with caution, as a Sliding slope lies ahead.

The hole in the floor is small, but not to worry. Slide backward down the slope, and then Pull Up/Jump Backward to backflip directly through the opening. Light a Flare.

From the large pool, a narrow, watery passage heads off to the left, and along one wall, a board opens beneath the surface. Take the narrow passage left and hug the left wall as it doubles back



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through a small antechamber and into another, somewhat larger, compartment. On your left as you enter that second compartment is a low ledge which you can stand on, and a switch to press. On the right as you enter waits the level's first Secret.

Press the wall switch to see a view off to the right of the Opera House stage, and a door opening up above. Make your way back to the chamber where you first dropped beneath the stage (don't forget Secret number 1!) and swim through the wide opening at one end of that chamber.

Swim up and to the right as the passage widens and you'll find the Relay Box at the base of a ladder. At the top is the door you opened moments ago with the switch in the darkened room.

Now make your way back to the switch and the defunct electrical panel, near where you pegged those two Dobermans after dropping to the top floor of the Opera House. You'll have to take care of two more doggies begging for trouble before you can play master electrician. The Relay Box fits into the panel, and the switch nearby now operates the elevator. Going down? Not so fast, check out Secret 2.

SECRET

Secret 1: Stone Dragon

In the watery room where the switch opens the door above the Relay Box, there's a small underwater passage on the opposite wall—to your right as you entered (Figure 4-6). Grab some air and swim down to lay hands on the Stone Dragon.

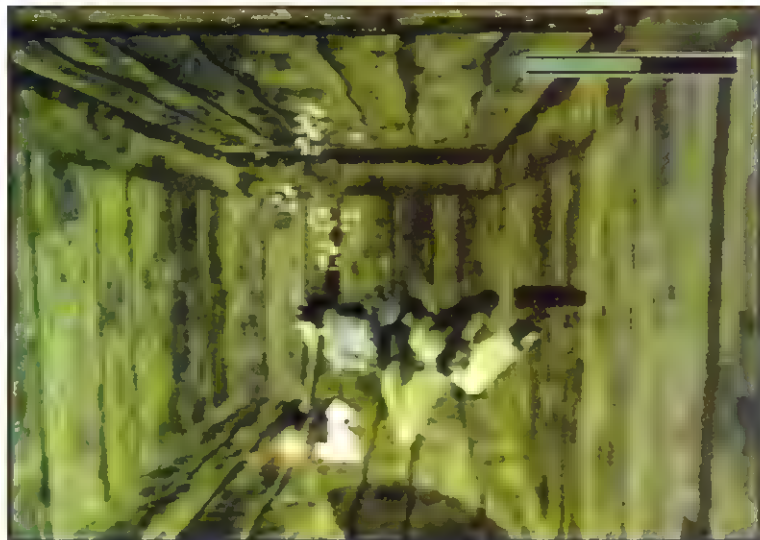


Fig. 4-4. The small underwater passage leading down to the Stone Dragon lies off the room with an important switch—the one that opens the door above the Relay Box.

TOMB RAIDER II

SECRET

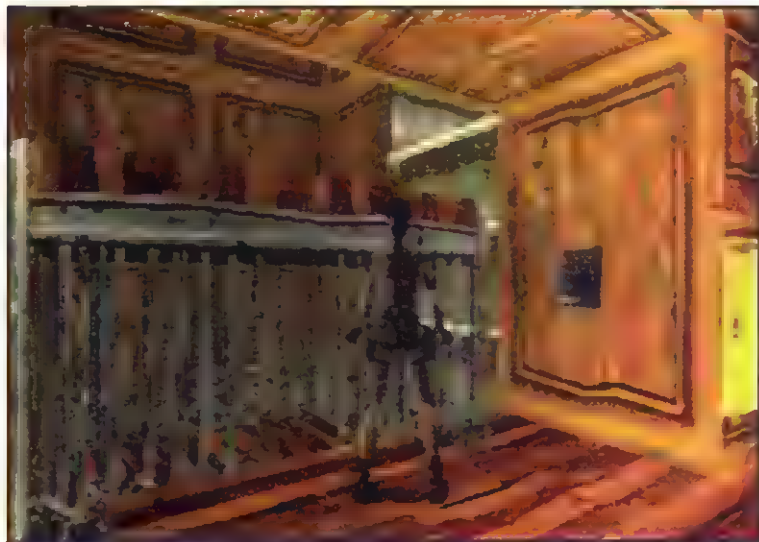
Secret 2: Gold Dragon

After you insert the Relay Box in the electrical panel near the elevator switch, hit the toggle, but let the doors open and close; the elevator begins its descent. As the roof of the elevator passes Lara's level, step onto it and turn quickly right. Jump Forward Grab to latch onto the ladder you see (Figure 4-7), and climb into the small opening.

Go into Walk mode: This is the glassy area you may have noticed from the roof of the Opera House earlier. Stop and pick up the Gold Dragon. Then look to the niche on the left. Throw the switch you find. Now continue through the glass, and check the second such alcove. Therein you'll find some ammo for the Uzi, and the door you just opened with the switch. Return to the elevator toggle, and recall your ride.



Fig. 4-5.
The elevator
descends, revealing
the ladder to the
Gold Dragon.



The Circuit Board

At the end of the elevator ride, a pair of gun-toting Goons wait to greet our disembarking heroine, so whip out the high-caliber and make short work of the reception committee. When the coast is clear, collect the Shotgun Shells from each beaten bad guy. Toggle the elevator switch once more, but don't climb aboard. Let the doors close and the car rise, and check the bottom of the shaft: A pool of water has been revealed. In you go.

Head toward the grating you can see, and turn left. Follow the steps to an open underwater area; in the corner waits the Circuit Board (Figure 4-8) that activates the

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second switch up in the control room. Of course, you must pick up the Ornate Key on the way back, or that room is currently inaccessible.



Fig. 4-6. The Circuit Board waits in the watery area you can access when the elevator returns to its original position.

The Ornate Key

Head back toward the grating you encountered when you hopped in the water, and circle around it to the left to discover a switch on the wall. It opens the side of the cage closest to you, allowing Lara to come up for a much-needed breath of air. Pull Up to thin out the local rodent population; then about-face and Jump Forward/Grab/Pull Up to reach the next-highest level.

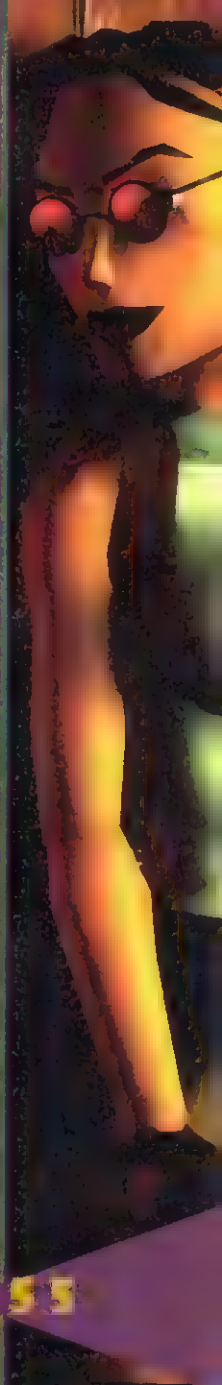
Do a quick flip at that point, and whip out the weapons, as a Goon closes in for a cheap shot. After you take care of him, or he wanders off down the hallway, Jump Forward/Pull Up to deal with a Rat and Doberman also in attendance.

Follow the hallway and blow out the windows. Hang and Drop to the floor of the dressing room below. You can blow out the second set of windows if the mood strikes you—you'll have to eventually—and then throw the wall switch to open the nearby door.

Save the game.

The sloped surface beyond the door leads into the blades of a killer fan; you must Jump at the last second to avoid them. Sliding forward (as opposed to backward) probably gives you a better look at the dilemma, but we've always been partial to the backflip, and that works without requiring a Grab.

On the platform where Lara alights waits the Ornate Key.



Back to the Control Room

Pull Up to the top of the tallest block near the key platform, and hop onto the sliding slope to head in the direction of the open duct across from it. Jump in from the bottom of the slope, and deal with the resident Rat.

Follow the passage to the duct edge and Jump Forward to cross the chasm. Pivot and Jump Back to avoid the next fan in the sequence. Jump Backward once more to deal with a similar situation.

Now stop and look up. You should see a darkened area where no fan is apparent. Therein lies the level's final Secret.

P.S. Save the game.

Having secured the Jade Dragon, proceed down the hallway to a small room with a box to Pull. Doing so reveals a wall switch that opens the nearby door.

Now Pull the box again, and then Push it out into the dressing room, beneath the first of the three windows. You'll hear the sounds of a Goon above, over the incessant fan noise. Don't worry, he'll wait there for you. Hop atop the box and blow out the lower three windows, if you haven't already. Venture in, and push the box you find out and atop the one you just pushed from the switch room.

By standing off to one side on the windowsill, you can Jump Forward/Grab/Pull Up atop the stacked boxes and thereby regain the level of the upper windows. Blast the Goon and head back to the upper tier of the Opera House there to apply the Ornate Key to the lock. The quickest route is through the shaft adjacent to the elevator: Jump Forward/Pull Up from side to side to reach the lock level directly. En route, you'll trigger the arrival of a Rat below you as you climb. You did want the maximum kills, didn't you?

Use the Ornate Key, and the doors open. Remember, if you didn't defuse the boulder trap earlier, it awaits triggering when you venture to the floor beyond the door ledge. Stick to the far wall and charge uphill to let the boulders pass. You need to stop and toggle the switch there, anyway, to open the door at the top of the ladder and thereby return to the control booth.

Once inside, check the stage; then plug the Circuit Board into the electrical panel. Toggle the switch, and the stage backdrop rises to reveal a doorway. Check it out.

Level's End Showdown

Head back for the stage, ready for some serious combat. And try not to fall in the hole in the floor.

Expect a trio of Goons and a Doberman to take exception to your stage direction. One of the bad guys carries Shotgun Shells and another a Small Medi Pack. Venture through the hole in the wall to find a room of many stacked boxes. Search among them for a small one at floor level that you can Pull. Pull it twice to reveal a passageway beyond.

SECRET

Secret 3: Jade Dragon

From the edge of the duct where you can see the darkness above you, Jump Forward/Grab/Pull Up to spy the Jade Dragon. Approach the prize with caution: A fan spins just beyond it in the darkness, so stop short to claim your treasure. Hang and Drop to return to the duct below without fanfare.

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Inside the small room, toggle a switch to lower the backdrop again. When you exit the small area, do so with guns drawn, as another Goon is rapidly closing in.

Climb the boxes to reach the small white ledge high above the stage. Save the game before you explore out there, as Lara is apt to get a one-way ticket to sandbag city while taking potshots at the Goon below. You can kill him risk-free from the balcony to the right as you emerge onto the ledge: Unfortunately, he doesn't drop anything when he dies.

As you explore the balcony, you find an opening Lara can Jump Forward/Pull Up to access and a wall switch that opens the sealed door beyond the swinging sandbag. If you should fall to the floor while trying the Jump, you'll see that the door in the room below has unsealed, allowing you easy access back to the area above.

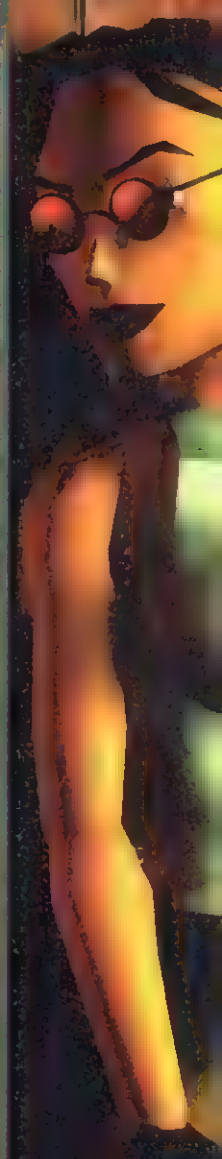
The trick is to stand in the center of the opening, at the edge of the ledge, and Jump Forward at a 45-degree angle to the sloped surface to the right. The Slide should deposit you on the landing near the sandbag without grievous bodily injury. From there, press against the right edge of the platform, and time your run past the pendulous aggravation.

Grab and Drop to bypass the swinging box, and stand below it on the floor until big, bad Bartoli shows his face. The weapon of choice here seems to be the Shotgun. We also tested the Uzis (too much ammo wasted on one guy) and the Grenade Launcher (too close to detonate Grenades). Also, if you jump down to floor level to look for trouble, as it were, there's a couple of Dobermans on the prowl. We prefer a Shotgun to anything else in this instance—quick and effective.

Search Bart's corpse for a major Grenade haul, and don't use a Large Medi Pack, even if you're seriously on the wane. Two other villains lurk, but you're near the end of the level. Save the game regularly, though, and you should make it out fine.

Speaking of those other Goons, both carry Uzi clips, and one spits up a Small Medi Pack.

When you've cleared the floor level of human debris, search the end of the room opposite where you came in for a single box to climb upon. From there, it's a relatively easy trip back to the stacked boxes beside the entryway, where a button on the wall will open the level exit, revealing an aircraft ready for lift-off. Up and away you go. Too bad the landing's going to be such a bummer....



Opera House

KEY/PUZZLE

Ornate Key (1)

Relay Box

Circuit Board

Ornate Key (2)

LOCATION

behind the boxes in the room
with the opening roof

under the Stage

under the elevator

in the ventilation system

USE/SOLUTION

opens door to the Opera
House roof

activates elevator

activates one switch in the
control room

accesses the control room



Enemies

Rig Guard, Rig Worker,
Frogman

Weapons

Pistols, Automatic Pistols,
Shotgun, Harpoon Gun

Mission 5 Offshore Rig

PART TWO OF LARA'S QUEST BEGINS with heavy machinery and an empty backpack. Fortunately, the combat is relatively light, and the Secrets are some of the easiest in the game to find. One big hint: Don't spend a lot of time looking for the switch that accesses the Green Pass Card. Just don't. That, and stay away from large underwater fans, and you'll do fine.



Mission Walkthrough

Level Start

Bad. Not good. All that cool stuff—gone ... I don't even want to think about it. Heavy sigh. Yes, as if it weren't bad enough the first time around (*Tomb Raider*), those bad guys are up to the worst of their old dirty tricks: Lara arrives at the rig entirely stripped of her possessions, save some ammo and (small favor) her Medi Packs.

The first order of business is to get out of the cell; then you can see about re-arming ... would you believe, with a little help from your "friends"?

The trick to getting out of the cell, short of uncovering the switch, is to know this beforehand: The switch that opens the door is on a timer. Push and Pull the boxes to clear a path to the cell door before you flip the switch, and the escape is relatively simple (Figure 5-1).

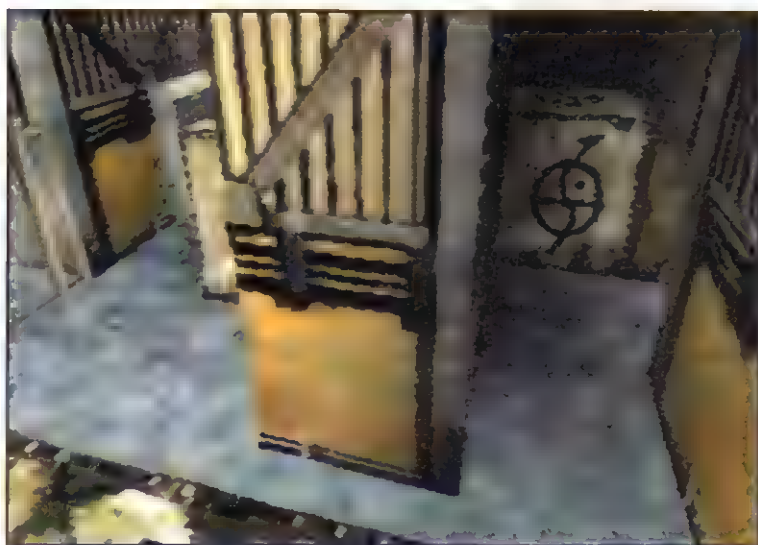
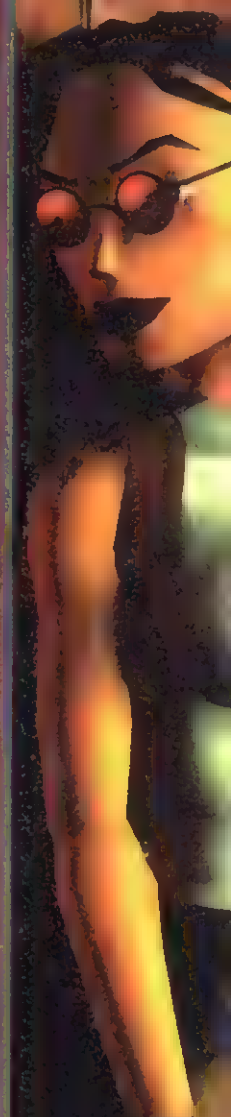


Fig. 5-1. Make sure you clear a path to the cell door before you uncover the switch and free Lara.

Get the Pistols Back

Once you're outside the cell door a short distance, the alarm goes off—although there's enough time to stop and save the game first—and trouble comes from the left. Head that way.

The armed Rig Guard is the one of use to you, though you may get stung a little. Lead him back in the direction he came from to the room with the lock on the wall that requires the Yellow Pass Card. Avoid his pal—who can only pummel you—and coax the gunner into blowing out the room's windows.



TOMB RAIDER II

Exit through the windows to the narrow platform and hang a hard right. The wall button below opens the bay doors under the plane (Figure 5-2), allowing you to swim inside and access another button.

The button inside the plane cuts the aircraft's engine. Retrace your steps through the broken windows, and then Run/Jump Forward/Pull Up to climb atop the motionless engine. Drop through the trapdoor you find atop the plane, and reclaim the Pistols—*ah-ha!*

Fig. 5-2. After the guard blows out the control-room windows, you'll find the button that opens the underbelly of the plane.



Yellow Pass Card

After exacting revenge on your initial tormentors, you find that the gunman drops the Yellow Pass Card. Before you put it in the lock, make sure you collect the level's first Secret.

SECRET

Secret 1: Jade Dragon

Exit through the windows the guard broke and turn left. Follow the path to a room half-filled with water. Beneath the surface is a tunnel opening, and beneath that a switch you must pull to get at the Jade Dragon. After pulling the switch, come up for air. It's going to be that close. Back off all the way to the wall opposite the opening to dive: That should line you up nicely. The passage zigs left, then right, and then makes a 90-degree right turn. Just on the other side of the turn is an alternate downward route. Take it and swim up slightly to access the area behind the huge underwater fan. Keep your movements to a minimum as you acquire the Jade Dragon, and make a clean run back to the room with the underwater switch as your air supply wanes. Catch your breath, and go put the Yellow Pass Card in the lock.

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Red Pass Card

Once through the doors opened by the Yellow Pass Card, press the button on the far wall to shut off that damned alarm, at least for a while.

From the button, hang a right and head up the stairs. Turn the wheel on the door for access, and back into the room to deal with the arriving Rig Worker, who drops a Large Medi Pack.

Another Rig Worker comes down the ramp in the next room, through a door that seals when you approach. Spin the wheel on the nearby portal, and enter the small room wary of another Rig Guard approaching from the right. Claim the Automatic Pistol ammo and the Harpoons off the low bench in the room, and check the area the last guard came from.

In the Bunk Room are 12 beds—three stacks of two on each side of the narrow walkway. On the top-center bunk on the right wait Automatic Pistols (Figure 5-3), with ammo. On the last bunk on the left lies the Harpoon Gun. A button on the top-left bunk as you entered opens a ceiling trapdoor at the far end of the room for a few seconds. Bail off the button bunk and quickly climb atop the upper bunk on the right at the far end of the room. From its edge, you can Jump Forward/Grab/Pull Up to make it into the hallway.

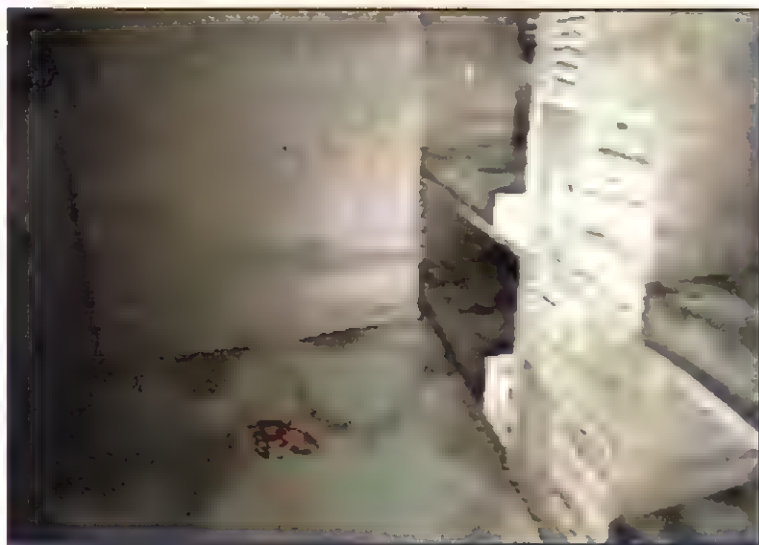


Fig 5-3. The Automatic Pistols wait on one of the upper bunks.

Down the hallway is a long sliding ramp. Take it backward to descend the ladder beneath at the end. Descend to the ground floor, where four burners prevent you from reaching another ladder which leads back up. Fortunately, there are two movable boxes to assist you.

Pull out the one on the left and then Pull it out of the way of the other box—all the way past it. Now you can get behind box number two and Push it over near the burners. Run/Jump Forward/Grab to reach the ladder without getting a hotfoot.

TOMB RAIDER II

At the top of the ladder, take the right turn in the hallway and whip out those Automatics. The Rig Guard ahead spits up the Red Pass Card, right near a ladder leading up to the level's second Secret.

The lock that requires the Red Pass Card is in the opposite direction from the button that shut off the alarm, just inside the Yellow Pass Card door. The quickest way back there is up the stairs, which drops you in the water-filled room near the level's first Secret.

At the top of the stairway to the left of the alarm button, a Rig Guard and a Doberman wait in a large room. The guard drops some Uzi clips near a dangerous ramp with rolling barrels. You won't have to set foot on the ramp to trigger the trap, giving you plenty of time to Jump to one side. At the top of the incline is the door that requires the Red Pass Card.

SECRET

Secret 2: Stone Dragon

Simply climb the ladder near where the Rig Guard drops the Red Pass Card, and claim the prize.

Why can't they all be this easy? 'Cause then you'd get spoiled.

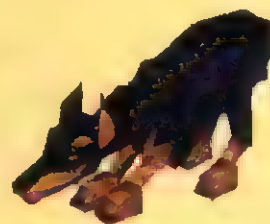
Green Pass Card

Through the door opened by the Red Pass Card, target left, and run a short distance down the ramp while you dispose of the first Rig Worker. Another will come over the ledge on your right, and a third closes in from behind. When the action dies down a bit, you'll see that the trio carried a Small Medi Pack, Flares, and Shotgun Shells.

Locate the movable box on the landing to the left when you first entered the room, and Push it. Now circle around to the other side, and Pull it. Finally, circle back around and Push it again. Now you can Run/Jump Forward/Grab/Pull Up from the opposite landing to get atop the box and access the opening high on the wall.

Slay the Rig Guard in the hallway and collect his Shotgun Shells. In the room beyond is the lock that requires the Green Pass Card, as well as a wall switch—and a trapdoor in the floor. Throw the switch and view the cinematic showing the room you just came from, and the previously empty tank now filled with water. Beat feet back in that direction. Hang and Drop to return to the ground floor.

Swim across the tank and hang a hard right. Hop over the pipes and turn left: You should spy a switch on the wall (Figure 5-4). Throw it, and the trapdoor back near the Green Pass Card lock opens. Check it out.



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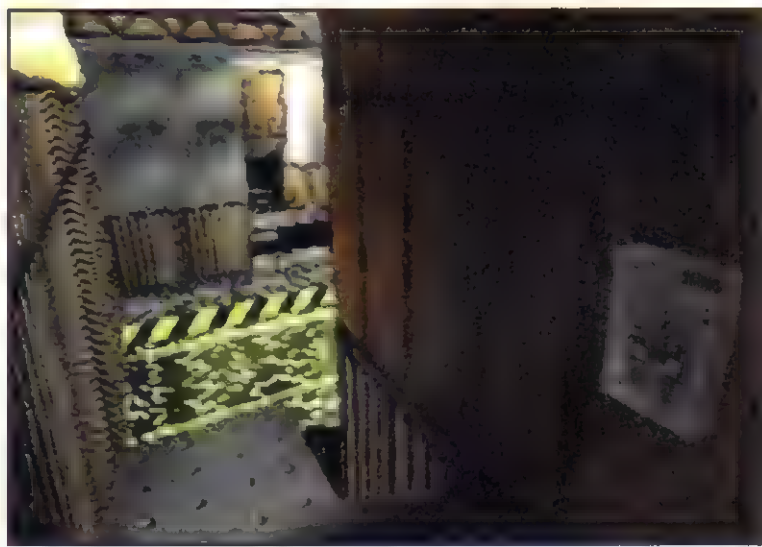


Fig. 5-4. The switch behind the machinery (between the pool and the pit) opens the trapdoor near the Green Pass Card door.

Drop through the trapdoor and slide down the long ramp. Quickly save the game when you hit the landing.

This is a nasty little area. Of greatest concern are the Frogmen in the water below. Once they peppering you with Harpoons, things get deadly in a big hurry. To make matters worse, their range seems considerably greater than your own. Hang a hard right and run to the end of the walkway, weapons at the ready. If you're lucky, you can catch one of them treading water. Now return to the opposite end of the walkway, and jump in the water.

Swim toward the closest large pillar; the other Frogman should be hot on your tail. You can climb atop the pillar platform on only two of the four sides—the sides with the yellow stripes. Depending on the heat of the pursuit, you may want to circle around to climb up. Wait for the Frogman to show his face, and blast away.

Behind the closest adjacent pillar a ladder leads back up to the catwalks, but pause to secure the level's last Secret before ascending.

Up the ladder behind the pillar, follow the catwalk and Run/Jump Forward/Grab/Pull Up across the expanse. The guard who remains motionless in the distance will wait for you to grab hold before opening fire—depressingly painful, but to the victor go the spoils: He carries the Shotgun.

Past the point of your latest weapon upgrade, hang a right, then left when you come to the wall of the central structure. You want to continue in that direction. You may have noticed some more catwalk to the right, but there's nothing of interest there. We promise.

SECRET

Secret 3: Gold Dragon

The Gold Dragon rests in plain sight at the foot of one of the large pillars—the one closest to you when you came off of the long ramp, turned right, and walked to the end of the catwalk. When you pick it up, a couple of Rig Guards arrive to offer token resistance: Don't feel obliged to stand there and slug it out. You can kill them both easily from the base of the closest pillar, or even from up above in a few moments. Neither drops anything.

TOMB RAIDER II

Work your way around the upper catwalks, noting the opening in the wall above one of them: That's the exit. On the final platform, one last Rig Guard stands between you and the Green Pass Card, which has its own little chamber. How nice. When you get tired of looking for the nonexistent switch, why don't you go take a flying leap.

That's right: Just leap at the box, and Lara smashes through the glass in triumph (Figure 5-5). Backtrack to that hole in the wall and return to the Green Pass Card lock, wary of the Rig Guard lurking in the hallway.

Fig. 5-5. Smash the glass to claim the Green Pass Card.



Put the Green Pass Card in its slot: The nearby door opens, but you still must flip the wall switch in the same room. That redistributes the water from the one large tank to the other, allowing Lara to swim through the opening. In the underwater tunnel, pull the switch next to the grating to open the passage, climb up, and proceed down the hallway to exit the level.

Offshore Rig

KEY/PUZZLE

Yellow Pass Card
Red Pass Card

Green Pass Card

Pistols

Automatic Pistols

Shotgun

Harpoon Gun

LOCATION

dropped by first Rig Guard
dropped by Rig Guard in hall
above Bunk Room
in breakable casing above
large water-filled room
in airplane

on top-right bunk

dropped by Rig Guard
on catwalk

on lower left bunk

USE/SOLUTION

opens nearby door
opens door up left stairway past
alarm button
redistributes water in large tanks
and provides access to exit tank
one button opens plane, button
inside plane cuts engine
in area to the right through Yellow
Pass Card Door
kill him
in area to the right through Yellow
Pass Card Door

A full-page background image of Lara Croft from the Tomb Raider series. She is shown from the waist up, wearing her signature green tank top and black choker. She has her hair in two braids and is wearing red-tinted goggles. She is holding a handgun in her right hand, pointing it upwards. The background is a brick wall with a warm, orange-red glow.

Enemies

Rig Guard, Rig Worker,
Frogman

Weapons

M-16

Mission 6

Diving Area

AT LONG LAST—THE M-16. Of course, Lara's enemies also increase their firepower—quite literally, as the Flamethrower makes his debut appearance. Keep your distance—and use the walkthrough for for-warning—or those battles go very quickly in the wrong direction. The roundabout nature of the puzzles here has our heroine logging some serious distance to do the job, but knowing where you're going ahead of time is half the battle.

TOMB RAIDER II

Mission Walkthrough

Level Start

This level begins in a small room filled with water to the level of a walkway at one end. On the walkway is a sealed door. Leap from your ledge to the ladder across the way—you don't really want to expose Lara to one of her biggest fans, do you?—and push the button you find in that hallway to halt the blade.

Swim beneath the motionless fan to find a significant stash of Grenades; then pull the switch in the large central chamber—near the walkway—to unseal the door.

The Blue Pass Card

Although you don't know it yet, the object of this first stretch is to acquire the Blue Pass Card and put it to its intended use.

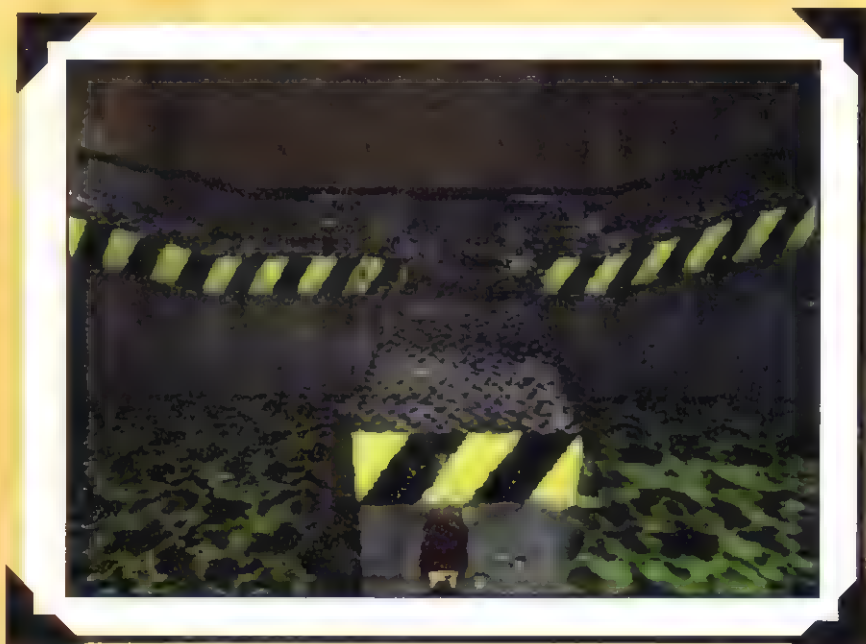
Down the hallway past the unsealed door, don't become so distracted with the Rig Workers across the vat that you fail to notice the two Rig Guards and Doberman rushing from Lara's left. One will drop the Uzis (if you don't have them already), while the other spits up Shotgun Shells.

Use the pillars to cross the vat, mindful of the swinging hooks. Just hug the edges of the pillars—and aim for them with your jumps—and all's well. If you should hit the drink, you can return to the starting ledge through an underwater tunnel that brings you through the open doorway you can see nearby.

Across the vat, relieve the Rig Guards of the Small Medi Pack and the Flares, and consider the large toxic trap. (That's right, the water here is of the heaviest kind.) And you do want to pause halfway down the slope to get the level's first Secret....

Once you have the Stone Dragon safely in hand, pull yourself out of the hole and Jump from the bottom of the slope to reach the walkway (Figure 6-1).

Fig. 6-1. Jump from the bottom of the slide after acquiring the Stone Dragon from the hole, and you can grab the edge of the walkway.



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SECRET

Secret 1: Stone Dragon

The Stone Dragon rests in the small hole in the middle of the broad Slide—the one tilted toward the huge toxic pool. To get at it, Slide Forward into the hole. If you find your momentum carries you over the edge, about face at the top of the Slide, take three steps away from the edge, and Jump Backward. Yes, it's OK to save your game in the hole—a bit nerve-racking, but OK. Extricate yourself at the lowest edge and continue the Slide. Jumping from the bottom of the slope to hit the walkway extension opposite the radioactive waste. Don't use any other buttons but the Jump command to make the leap.

Angle the Jump slightly to the right, and plan on hitting high on the slope and Sliding down into the target hole. From there, take the obvious tunnel from the large chamber and work your way around to the ladder—watch that last step!—to return to the door and utilize the Blue Pass Card.

The Flamethrower

Just beyond Blue Pass Card Door lies a brand-new villain, one so noteworthy we thought he was worth a note. The Flamethrower is just that—the local pyromaniac with a little too much technology in his hands (Figure 6-2). Unfortunately, there's never a fire extinguisher around when you need one, so don't give these guys the chance to light Lara up: Whip out the big guns, and have at them from a distance. If they start flaming you, back off a bit and close the gap on your own terms. Otherwise, our lady is toast.



Climb the tall ladder, collect the ammo, and look down into the hole: There's a slope beneath it, and you want to Slide backward. Hop in the hole from one side, ready to grab the ledge when you Slide off.

At the bottom of the slope, catch the edge. A Rig Guard paces the catwalk below, coming right in your direction. Pull Up, and then catch the edge again when you slip down. Now Drop/Grab/Pull Up and whip out those guns. The bad guy drops plenty of ammo for your Automatic Pistols, and you may notice the nearby Blue Pass Card Door, as well.

The Blue Pass Card is in the hole at the other end of the large chamber. To get at it, you must Jump from the catwalk through the narrow opening.

TOMB RAIDER II

*Fig. 6-2. What?
Things weren't bad
enough?*



The Machine Chip

Through the Blue Pass Card Door, look left and approach that corner—with caution. A pair of Dobermans should be first in your sights, but a Flamethrower follows. Worse, another pair of pooches rushes you from behind. Try to deal with the doggies while keeping your distance from the hothead: Don't let him get too close, or Lara pays the price.

Two of the four doors on the outer perimeter have wheels you can spin to unlock them. Behind one a stairway leads up: That path terminates in a sealed door. Check behind the door where the stairs lead down.

At the bottom of the stairs is a Rig Worker, near a pool of water. Across the pool a circular saw works away on the Red Pass Card. That will have to wait.

Two more Rig Workers lurk in an antechamber you can see, but they pose no immediate threat. Push the box away from the door and you'll see the control panel in need of the Machine Chip.

Now, notice that there's only one place low enough for you to exit the water once you dive in. In a moment, that will be very important. Hop in the water and look for the tunnel below. There's a Frogman on patrol, and you must coax him out into the large pool so you can shoot him from the shore. Then explore his tunnel, and throw the two switches you find there.

The first switch opens an underwater passage. The second—down that newly opened passage—opens the aforementioned sealed door at the top of the stairs (off the perimeter hallway). The trick is to continue in the same direction you were headed when you pull the second switch: Don't turn around. Make right turns past that until you see a door ahead. It opens as you approach. Make a left on the other side of that door to head back toward the large pool.

Through the open door at the top of the stairs, break up the landing party: Two Rig Guards and a Rig Worker provide cover for an escaping helicopter, albeit just barely. When the battle concludes, you can collect ammo for both Shotgun and Automatic Pistols and a Small Medi Pack from their fallen forms.

OFFICIAL STRATEGY GUIDE

At the far end of that large area is a small antechamber and a hallway with two burners on the floor. The entrance to the hallway has a button on the left and a switch on the right. There's also a trapdoor in the hallway. Very important, that trapdoor.

At the end of the hallway lies the Machine Chip you covet.

First things first: Throw the switch on the right. The closest burner goes out. Now run down the hallway and let Lara fall through the trapdoor. That's right—let her drop. While you're down there, pick up the M-16, complete with clips (Figure 6-3). Now get out of that hole and back to the room with the button and switch before the burner reignites.

Now throw the switch, Jump Left, push the button, and charge down the hallway, this time *leaping over* the trapdoor. Grab that Machine Chip, Roll, and hustle back to the main room. Mission accomplished. Now go put that Machine Chip in the control panel near the pool.

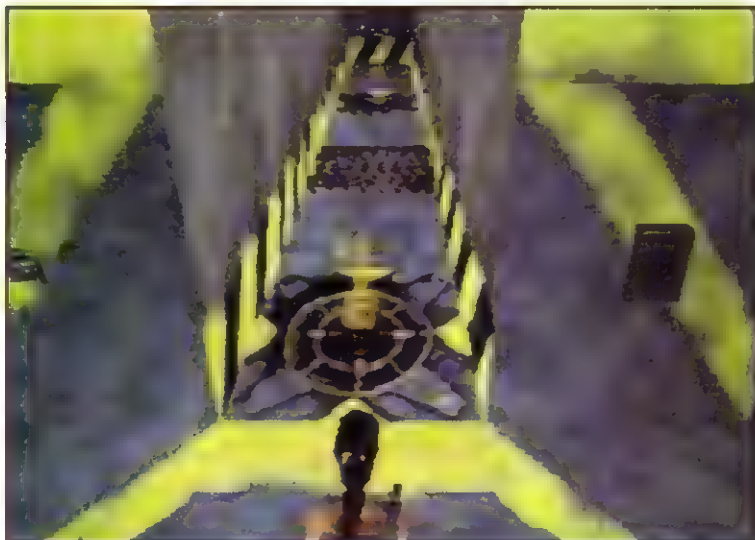


Fig. 6-3. The M-16 waits beneath the trapdoor between the two burners.

Machine Chip 2

When you put the Machine Chip in the control panel near the door, the door opens. Charge down the ramp, with perhaps your new M-16 at the ready, but don't exit the hallway. Across the central pool in this next room, moving from your left to your right, is a Rig Worker. Stop in the hallway, shoot him (he drops a Small Medi Pack), and then charge forward to his side of the pool as a Flamethrower opens up on you from the immediate left. You want to put the pool between you before returning fire, small pun intended.

As you ran in toward the far side of the pool, you likely triggered a secret door to open. If not, step to the right of that large orange tank: The panel there should swing in (Figure 6-4). Did someone say Secret?



TOMB RAIDER II

Fig 6-4. The hidden door swings open, revealing the switch that nets you the Jade Dragon.



SECRET

Secret 2: Jade Dragon

Past the door the Machine Chip opened, down the ramp, and on the opposite side of the pool, stand to the right of the large orange tank. The panel on that wall swings in. Push the button you find and swim to the bottom of the pool to see that the grating has opened. Below waits the Jade Dragon.

With the Jade Dragon firmly in your backpack, hop out of the pool near the wall where the scuba equipment hangs. On the ground there lies your latest toy—the Harpoon Gun. Unfortunately, you get a chance to test it out straightaway.

When you dive into the pool and follow the broad underwater tunnel, you'll hear the unmistakable breathing sounds of Frogmen up ahead. Our tactical advice: Pivot and return to the pool. Climb out and shoot the bad guys from dry land. It's not that the Harpoon Gun isn't useful, but against two Frogmen, in a relatively small space—no, thanks.

When the coast is clear, so to speak, swim through the tunnel to the room beyond. In this new pool, there's only one ledge low enough for you to clamber ashore on—on the right, in the center of the wall as you emerge. Climb up and turn to dispose of the two Rig Workers before hopping atop the back wall of

the niche. Throw the switch you find there to open a door back in the first pool room. Before you return, you can swim down and take a peek at the minisub if the mood strikes you.

Expect another patrolling Frogman as you retrace your steps—strokes—whatever. The two bad guys recently confined to the booth in that first pool room are also on the move, so be ready for action when you hit dry land. The Rig Worker carries a Small Medi Pack and the Rig Guard drops Uzi clips for your enjoyment.

When you throw the switch beyond the recently opened door, a crane in the nearby pool room changes position, allowing you to climb atop a slab and make it to the opposite side of the pool.

OFFICIAL STRATEGY GUIDE

For Lara's sake, don't go near the saw. That Red Pass Card must wait awhile longer.

Instead, Hop over the boxes in the corner and push the wall button. You get a cinematic of that other room, the one the underwater switch unsealed at the top of the stairs. The Rig Guard you meet en route coughs up Shotgun Shells when he drops, and the one closer to the newly reconfigured room parts with Uzi clips. The two thugs also come complete with a couple of canine sidekicks.

Drop into the new area and follow the short tunnel. When you exit through the hole in the floor, you'll be in the level's central chamber. A Rig Guard will try to draw your attention on the left, but if you let him, the Flamethrower coming around the corner dead ahead will make you pay. I think you know what to do.

After dealing with both bad guys in the appropriate order, you'll find the Rig Guard carried the second Machine Chip—the one that fits in the panel near the circular saw. To leave the central chamber, simply approach any of the four doors. While you're at it, approach and open all four, the better to facilitate movement in the remainder of this level.

Now head for that saw.

When you put the second Machine Chip in the panel near the saw, the blade retracts, and the Red Pass Card is yours. Take it back to the lock in the central chamber.

Apply the card and now head down the hole, mindful of the Rig Boss waiting just below. M-16, anyone?

Follow the path to the room where the water level was too low for you to climb ashore. If you neglected any business earlier, it's waiting for you now, in the form of two Rig Workers. One carries a Large Medi Pack. There's also a couple of bunches of Harpoons on the far side of the room, near the scuba tanks. Exit through the obvious doorway, and keep following the path.

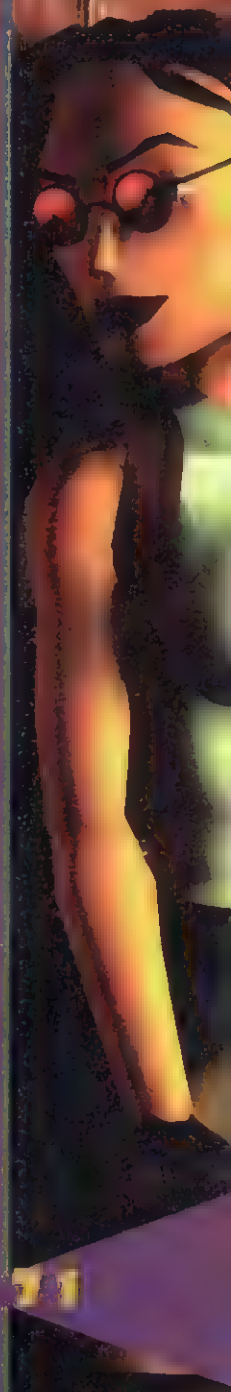
SECRET

Secret 3: Gold Dragon

It's possible that if you leave the switch near the red Pass Card lock entirely alone, the Gold Dragon will still be accessible. We know for a fact that if you throw the switch just once the door will be closed. And we know for a fact that if you throw it twice—down and then back up—the door will be open. Our recommendation: Throw it twice. When you come into the final area, avoid the body in the middle of the floor until you go into the adjoining room and pick up the prize.

When the path finally widens into a large room, save the game before you venture into the light. Slay the Rig Boss and the Rig Guard from above. Notice the body in the middle of the floor—and an open portal door onto another medium-size chamber. It's open for a reason.

After Grabbing up the Gold Dragon, approach the body in the middle of the floor to exit the level, and go for a little ride in—or, rather, on—the yellow submarine.



TOMB RAIDER II



Diving Area

KEY/PUZZLE

Blue Pass Card

Machine Chip (1)

Machine Chip (2)

Red Pass Card

M-16

Harpoon Gun

LOCATION

in a hole in the large room where you Slide and Grab the catwalk below

at the end of the hall with the two burners

dropped by Rig Worker in the central chamber

beneath the saw blade

through the trapdoor between the two burners on the floor of a pool room

USE/SOLUTION

Jump from the catwalk to a point above the hole, and Slide down into it

throw the switch first, then the button kill him

use Machine Chip (2) to deactivate blade

throw the switch, then get the gun and exit back to the room

use Machine Chip (1) to gain access



A character with dark hair in a braid, wearing a green tank top and a dark vest, holding a handgun. She is standing in a room with a brick wall and a large window with a view of a city at night.

Mission 7

40 Fathoms

"40 FATHOMS" IS ALL ABOUT PUZZLES. Big, winding, maddening puzzles. In other words, *Tomb Raider II* at its best. Of course, we'll get you through them all in fine style, but feel free to wander around a bit first. If you really get stuck, the answers are here. At least you have that.

Enemies

Shark, Barracuda

Bonus Ammo

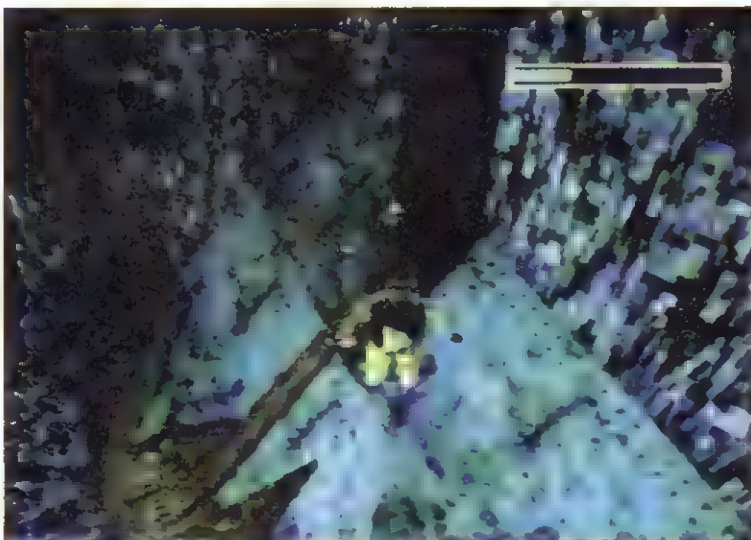
4 Bundles of Harpoons

Mission Walkthrough

Level Start

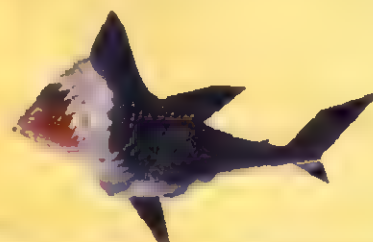
As the level begins, your first order of business, obviously, is to find some air to breathe. Hang a 180 (turn completely around) and swim. You should see debris scattered on the ocean floor. That's a good sign. Follow the trail of boxes and barrels, giving the Great White only a cursory evasive maneuver, and you'll spy the overturned hull of a large ship. At the left end of it, as you approach, an anchor pokes through the hull (Figure 7-1). Swim down that hole and surface in a chamber that still holds some air. Don't waste time: That Shark is probably right behind you.

Fig 7-1. The anchor marks the entrance to the overturned ship.



Below you, as you tread water, you should see an opening. Swim for it, button-hooking right. Swim up and toward the end of the large chamber to spy another opening on the left. Head straight through that one, and look for another hole on the left, near the far wall of this smaller area.

In the next area, which has a curious patchwork floor, hang a left and swim low toward the far wall: There's a switch around the corner of the last massive metal beam on the left, near the floor (Figure 7-2). Pull it, and one of the dark patches in the floor behind you opens. Swim down.



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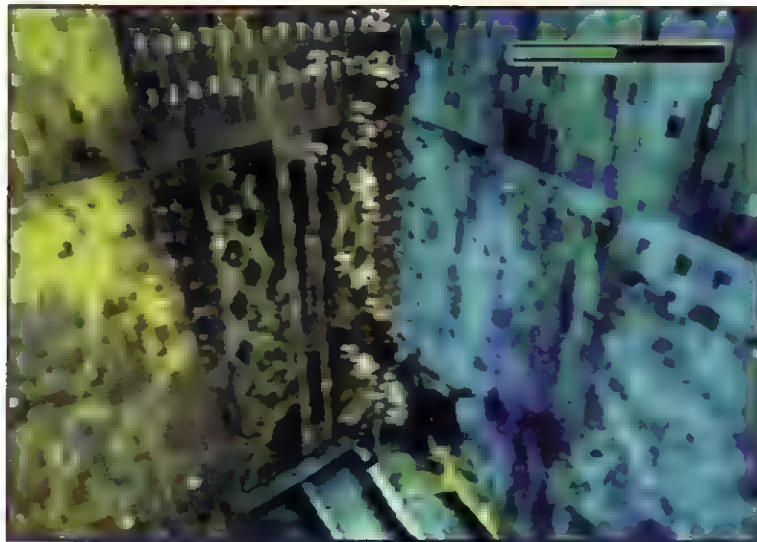


Fig. 7-2. The switch in the last large room opens a hole in the floor behind you.

Through the hole in the floor, hang a left, and follow the wide corridor. You should see a hole in the ceiling, and beyond that the telltale watermark of salvation. Pull yourself up on the floating box. Unless you'd like to try and improve your time, save the game.

Looking down the length of the half-filled room, there's a large pile of boxes on the right. Look below, and notice a small opening in the stack. Swim for it.

Swim up through the hole in the boxes—not too far this time—to discover a small landing. Go ashore, and round the corner to the right. Down a dark passage is a switch to throw. That should dry things out a bit. You'll have to scale the boxes when you return to the large outer area to gaining access to an adjacent chamber.

Drop to the floor of the new area; turn quickly to the right as a Rig Guard springs his trap from behind the tall box. Don't go leaping around until you've had a good look at the flooring, especially if you want to get your hands on the level's first Secret, hiding in plain sight on the other side of the room. Claim your Shotgun Shells and notice the slightly darker color of the room's four central floor sections.

With the Stone Dragon in hand, consider the huge trapdoor, and the sounds of movement below. If you Run and Jump over the trapdoor, it will open without dropping you through (Figure 7-3) and into the middle of a nasty melee. Work your way around the perimeter of the hole and peg the enemies below.

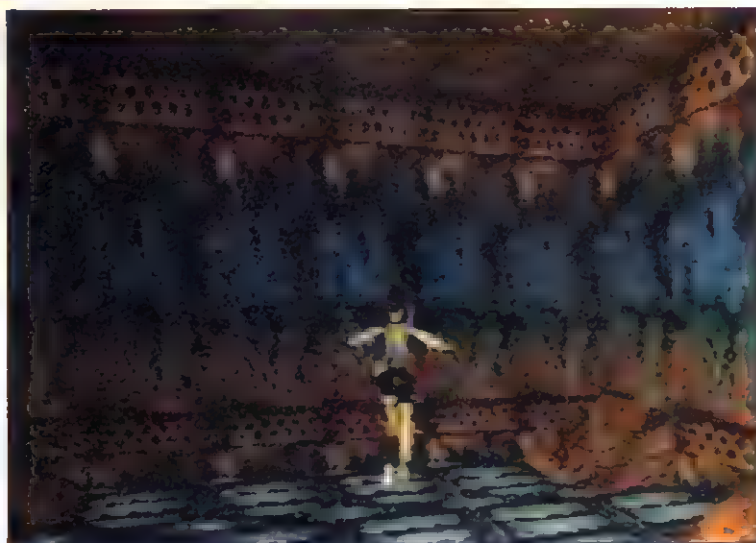
SECRET

Secret 1: Stone Dragon

Getting the Stone Dragon is simple. Just don't step on the four odd-colored squares in the center of the room while you're at it. That's a huge trapdoor.

TOMB RAIDER II

Fig. 7-3. Leap over the trapdoor to trigger it without being victimized.



SECRET

Secret 2: Jade Dragon

Just as you come through the opening into the network of halls that comprise the Burner Hall Puzzle, turn left and look on the wall for a switch. Throwing it opens a door (on a timer) near the portal windows. Run and jump down there and through the opened door—it'll stay open once you've made it inside. You'll have to dodge the denizens of the deep to claim the Jade Dragon from its resting place on the ocean floor.

When the coast is relatively clear, Hang and Drop to the tallest box, and gather the goodies: The Rig Worker carried a Small Medi Pack, and the Rig Boss dropped a bundle of Harpoons.

From one of the low, central boxes, you can leap to a taller box near one wall. From there, you can access a small hole high on the wall, and enter an adjoining area.

The Burner Hall Puzzle

This whole area is one large puzzle, the focus of which is to get Lara past the row of burners in the long hallway. Of course, they're on timers.

First: Case the joint.

As you enter, note the beams across the floor, meant to impede movement. You must get used to Jumping over those on the run, or you'll be here for the rest of your miserable undersea life.

Walk all the way to the end of the initial hallway—past the small dark corridor—and look left to see a sealed door off

ground level, at one end of a shallow pool. Behind it is a switch that controls some of the burners. Now walk through the water, past the portals (get a good view?), and make a right turn. That's the burner hall on the left, and the other end of the dark, narrow corridor in the opposite direction. Notice that down the burner hall are two switches—one about halfway down, the other near a door at the far end. It's the middle switch that opens the sealed door near the shallow pool of water.

OFFICIAL STRATEGY GUIDE

Continue to the far end of that wide hall and hang a right. At the end of that hallway lies another sealed door, slightly off the ground. Behind that is another switch. It controls some burners, too.

Now investigate the dark corridor. Pull Up through the small hole in the ceiling and throw the switch you find in the small room. The door that opened is the one closest to the burner hall—not the one near the pool, the *other* one. Go inside, and save the game standing in front of the switch there.

Here's how it works.

Remember, as you're making the run, you must be mindful of the low barriers on the floor. Also, you *must* move quickly, so don't climb over the low walls to get inside the two switch rooms: You can vault those on the run—going in and coming back out (Figure 7-4).

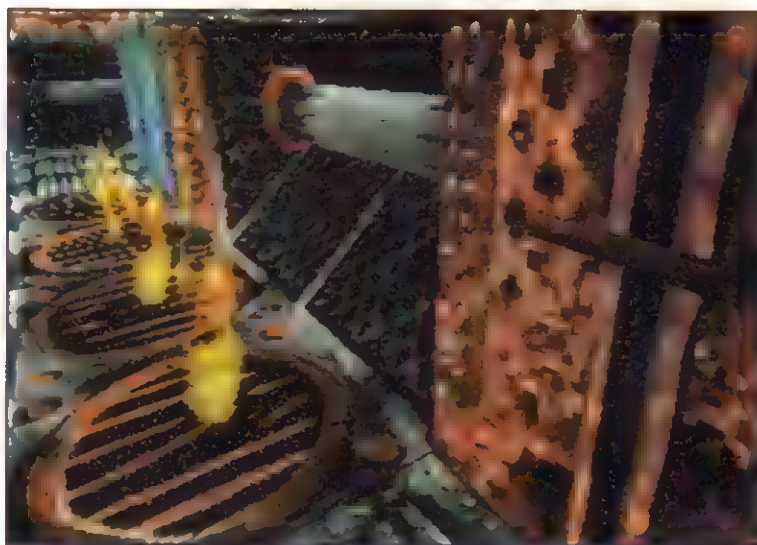


Fig. 7-4. Getting past the burners is a major accomplishment—but this level has so much more to offer.

All right, to begin with, throw that switch in front of you. That shuts down half the burners, allowing you to reach the first switch in the burner hall. Run over and throw that switch, and the other sealed door opens. Sprint down to that room, throw the switch there, and now all the burners are off.

Or are they?

At this point, you actually have to beat feet back to the first switch and hit it *again*, shutting down the first set of burners once more. Now all the burners are off for a good 10 seconds. Hopefully, that's longer than it will take you to make it to the end of the burner hallway. You're safe in front of that second burner-hallway switch, which opens the nearby door. On yer mark, get set—oh, yeah: If you do botch the run, the trap resets. Try, try again.

Remember, Jump in and out of the rooms. And roll when you throw the switches to reverse direction in a hurry. And don't wait for the cinematic to stop before you start running. OK? Go!

TOMB RAIDER II

Swimming Up and Down

Beyond the burner hallway, wade into the water and spear your first Barracuda.

This is another lovely movement puzzle. Hey, you did the burner thing. This is cake.

Basically, you swim up through two water-filled chambers, throw a switch in a third, and then swim back down to the bottom to throw another switch that opens the escape hatch in the uppermost chamber.

The catch: There are no breaks for air. And the openings in the chamber floors and ceilings don't lie in a straight line. Oh, and if you really want the Gold Dragon, you must stop in a short hallway near that switch at the bottom, and pick it up, thus releasing a school of Barracuda.

Oh, all right, that's cruel: You can swim to the top and catch your breath, *then* swim back down for the Secret after you save the game. The fish won't release until you lay hands on the Secret.

Wimp.

This is actually a stern test. That whole momentum-underwater thing comes into play too often, and the slight lag of the camera behind Lara doesn't help.

Try reducing speed once you enter each chamber, rather than trying to adjust your direction at full swim. Also, you can tap the View Command after you pull each switch and get rid of the cinematic in a hurry. When you regain your sight, hit the Roll button to quickly turn away from the levers.

SECRET

Secret 3: Gold Dragon

Again, the Gold Dragon is in a small underwater alcove near the second switch in the "Swimming Up and Down" movement puzzle. After you've swum up and caught your breath, it's much easier to go get the prize, which will release the local Barracuda (plural). At least you won't be starved for air as you make your way back to the tunnel above.

Moving the Earth

Hang and Drop to get down into the next area, and keep on going: This room is full of rocks and debris, and the object is to move it. To do that, you must start in the room below. Find the hole in the floor and Hang/Drop through.

In the next room down, Pull the box twice to position it below the opening. Climb up and throw the switch. Geez, that must have done something.

Sure enough, the rocks that were upstairs are now down here.

Also notice the two holes in the ceiling of this lower room that you now have access to. There's even a doorway high on the most

distant wall from where you threw the switch.

Further, note that, although the two holes in the ceiling are side by side, they lead to different chambers. Climb up into the one on the right, as you face the wall: That's where you came from, so watch out for the big hole in the floor. To get up, you must stand facing the center of the lower chamber and leap up to catch that edge—the edges on the sides aren't low enough to reach.

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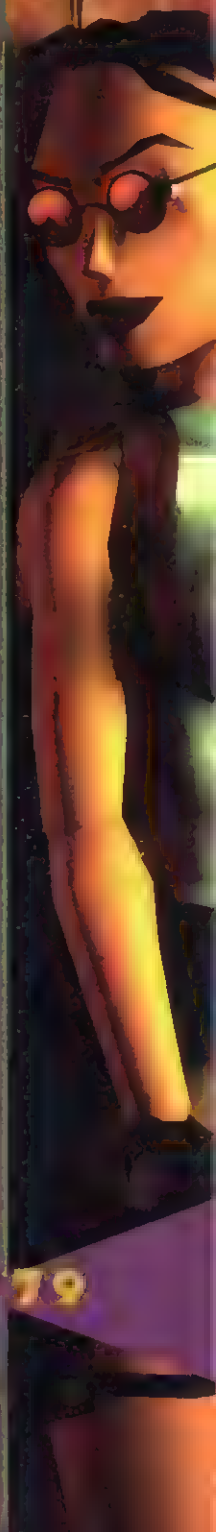
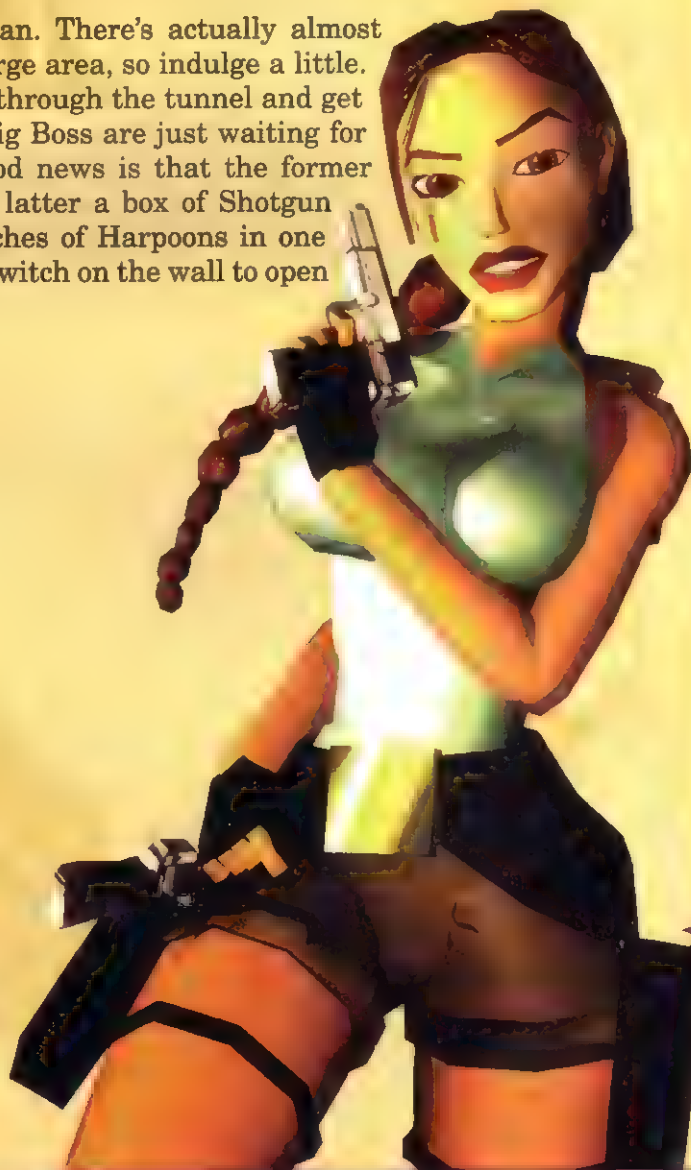
Work your way along the left wall, and from there into the opening above. Throw the switch, and view the cinematic of a door opening in a place you've yet to explore. Now Drop back down into the lower chamber and make your way up through that second hole in the ceiling.

This time, hug the *right* wall and climb until you stand atop a flat rock about halfway up. From there, look left to spy another flat rock. Run/Jump Forward and stick the landing. From that surface, it's a quick trip through another hole in the ceiling, where you'll find another switch to throw. This toggle brings the sound of rushing water.

Now go back down to the lowest chamber and through the door high on the wall—the wall farthest from where you threw the switch that released the rocks in the first place. Follow the tunnel to its end. And the huge, water-filled room. With an open door below.

Get the picture?

In the water, notice the Frogman. There's actually almost enough room to "dogfight" in this large area, so indulge a little. When he floats surface-ward, swim through the tunnel and get out in a hurry: A Rig Worker and Rig Boss are just waiting for Lara to poke up her head. The good news is that the former drops a Large Medi Pack, and the latter a box of Shotgun Shells. Don't overlook the two bunches of Harpoons in one corner of the room. Then throw the switch on the wall to open the nearby door and exit the level.





New Enemies

Moray Eel

Mission 8

Wreck of the Maria Doria

THE HALFWAY POINT OF *Tomb Raider II* puts you in the home stretch. Puzzles get more complex, and enemies show up with depressing frequency. Feel free to use up some of that M-16: There's a major stash of ammo near the end of the ride, and you'll need all the help you can get to lay hands on the three Circuit Breakers that solve the biggest puzzle.

Slip into that wetsuit and get ready to rumble, Lara. This is one for the TR2 Hall of Fame.

Mission Walkthrough

Watch your back in the large, water-filled area: A couple of bundles of Harpoons lie below, but a Frogman closes in on you from behind as you move to claim the stash. Better to backflip into the pool and make a quick exit to deal with fish-face from the safety of the small ledge.

Follow the underwater passage, and Pull Up to the ledge. Gee, what could that Large Medi Pack be for? Slide down the slope, and Hang and Drop to the collapsible flooring. You'll crash through to the level proper. Suck down the health, and save the game. Yes, that's the Stone Dragon nearby. It will have to wait a minute.

OFFICIAL STRATEGY GUIDE

The Box Puzzle

Whip out those guns and go looking for the welcoming committee. They'll come from the darkened adjacent area—a Rig Worker who drops a pair of Small Medi Packs, and a Rig Guard who spits up Uzi clips.

In the back of the area where the first foes came from, you'll find a single Pullable box. Move it to reveal two more movable boxes. Pull and then Push the first box all the way back into the short hallway nearby. This allows you to Pull and then Push the second box far enough out of the way that you can also Pull and then Push the third box to reveal two passageways behind the original configuration (Figure 8-1). The hall on the left leads to the Rest Room, the one on the right to the huge, over-turned Ballroom. Take the passage on the right.

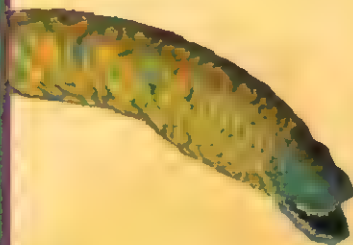


Fig. 8-1. Move the boxes aside to uncover the two passageways behind.

SECRET

Secret 1: Stone Dragon

Near the beginning of the level, where you rearrange the boxes to reveal the two passageways, look across the room nearby to discover a hole in the ceiling (Figure 8-2). Get out the guns once you Pull up: A Rig Guard waits up ahead in the passage, and another will appear behind you as you look down into the hole with the Stone Dragon.



TOMB RAIDER II

Fig. 8-2. Look for the hole in the ceiling to make your way to the Stone Dragon you can see in the outer area.



The Rest Room Key

Exploring toward the Ballroom, deal harshly with the Rig Worker and Rig Guard who come to investigate when you hop off the low ledge and watch out for the Rig Worker that appears close behind you. One gives up a Large Medi Pack, while the other relinquishes Flares. Watch your step as you enter the Ballroom proper: There's a low ramp in front of the door and to the left, with a sector of glass beyond. The ramp hides the deadly debris from view as you enter.

Drop the Rig Guard patrolling on the second tier and look to your right, toward the far end of the wall where you entered. Step carefully, as there's also glass on the floor in this area.

Circle around to the side of the hole where there's no glass on the floor, and stand close to the edge. Take one Step Back, and Run Forward into the hole. You should land on the lip of a ledge below: It's a short hallway to the Rest Room Key (Figure 8-3).

To get out of the hole, Jump Forward/Grab/Pull Up from the edge of the hallway toward the glass-less sector.

Now walk back to the Ballroom, save the game, and head for the Rest Room.

OFFICIAL STRATEGY GUIDE



Fig. 8-3. The Rest Room Key sits down a dark hole ringed by glass shards near the Ballroom.

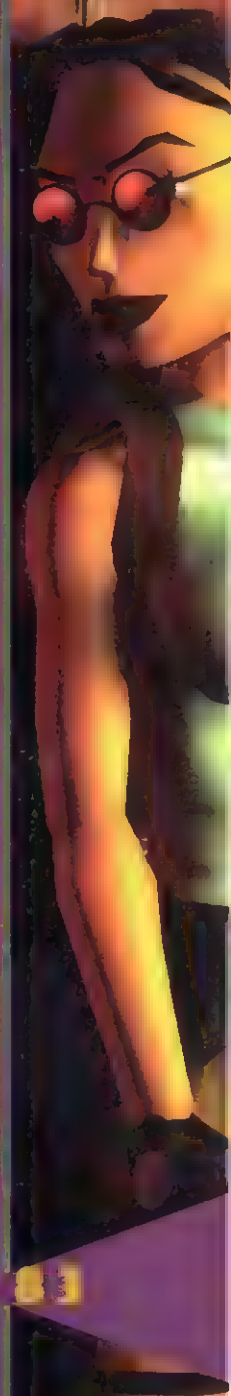
Rest Room Switches

Put the Rest Room Key in the lock right of the door, to the right as you enter the area. You must jump over a chair to reach the lock. When you push the button behind the door, the double doors on the opposite side of the room open and a Rig Worker comes out to play. After dealing with him, push the button behind the double doors to open the door on the Ballroom's second tier.

Don't leave just yet. This is very important: Go back to the first button and press it again to close the double doors (Figure 8-4). You'll be glad you did.



Fig. 8-4. Press the button in the Rest Room twice.



TOMB RAIDER II

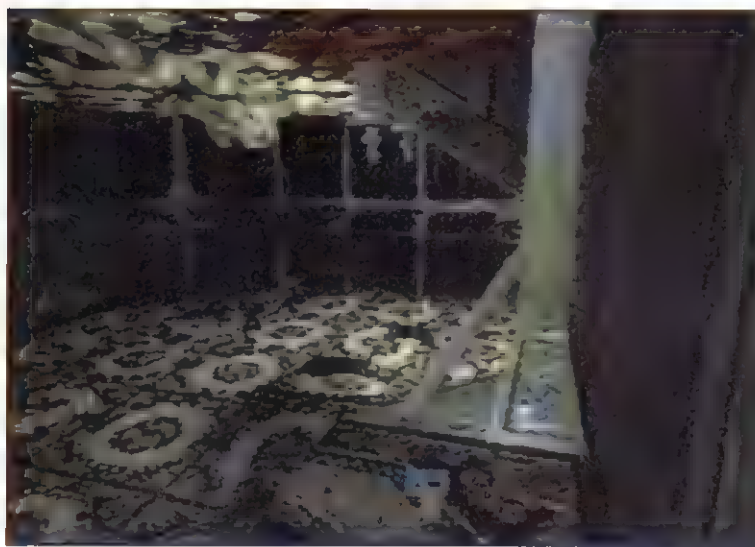
The First Circuit Breaker

Back in the Ballroom, you can reach the second tier courtesy of a ramp to the right of the door you opened with the Rest Room switch. To reach the door, Drop/Grab/Shimmy Left from the walkway nearby: Lara will Shimmy past the protruding edge to reach the door area. While you're at it, keep on Shimming left, past that other protruding edge.

At some point, you'll come across the body of the Rig Guard you killed earlier. Pause to pay your respects—and grab up some ammo for the Automatic Pistols.

Continue around that walkway, and then Run/Jump Forward/Grab/Pull Up to reach a small section of floor where the first Circuit Breaker rests (Figure 8-5). Now return to the open door.

Figure 8-5. The first Circuit Breaker rests on a small ledge in the overturned Ballroom.



The Rusty Key

Five other doors line the hallway beyond the open Ballroom door; you can open two right now. Open the first door on the left—an empty room. The door across from that one requires a Rusty Key for access.

Farther down the hallway, spin the wheel and open the door on the right. Grab and Drop to floor level.

Pull and Push the box at floor level to reach the switch high on the wall. Throwing it opens the door above. Then Pull the box at that level out to reach the open door.

Follow the trail through a room with a high, sealed door—the one at the end of the hallway outside; it never opens—and up a ramp. Confront the Rig Guard there and then enter a room with a movable box on the floor.

Pull the box toward the switch high on the wall and pick up the Rusty Key that was beneath it. Now Push the box over and throw the switch to regain the hallway with the five doors. Go put the Rusty Key in the lock.

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The Second Circuit Breaker

Beyond the Rusty Key Door, Grab and Drop to the floor and move the box so you can Pull out the box sitting higher.

After Pulling that first box into position, Push the one behind it, revealing a hallway on your right.

From somewhere ahead in the wide hallway you can hear crackling flames. Four breakable panels lie ahead on the floor. Instead of simply running across them—where you'll be flattened by a bunch of barrels—run in a semicircle to collapse all four panels and wind up back where you started. This trips the barrel trap without adverse effects.

Past the barrels, you can hear breathing sounds; round the corner to the left and plug the Rig Guard; then backtrack once you've taken care of business to lay hands on the level's second Secret.

In the room with the grated flooring (where you can see the boat below), there's a sealed door on the right. An apparently dead-end room lies through the doorway at the far end of the chamber.

Drop down to the top of the boat. Near the ladder, beneath the water, is a timer switch that opens the sealed door above. You must climb quickly back atop the boat, Jump Up/Pull Up to get out of the hole, and get through the door before it closes.

Throw the switch just inside the door to lock the portal in the open position.

The next trap is a nod to the first *Tomb Raider* game—the “Natla’s Mines” level, if memory serves. Here, however, the camera angle makes it obvious what’s going on (Figure 8-6). Quite simply, you must bounce back and forth between the two Sliding sections until the trapdoor below you—the pit you would otherwise Slide into—closes up. When it does, stand and Pull Up into the nearby opening. The switch there opens a wall section in the apparently dead-end area past the boat chamber.



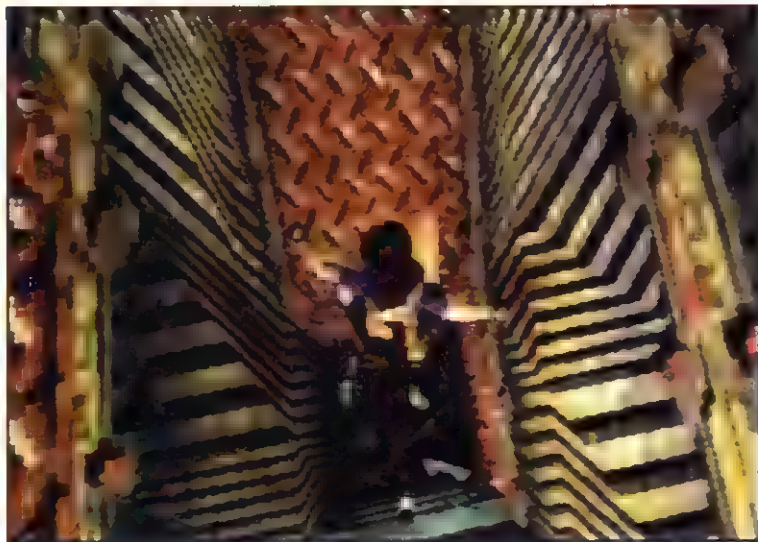
SECRET

Secret 2: Jade Dragon

Over the four tiles, in the direction the barrels came from, you can jump up in the sloped shaft. Beware: One last barrel waits to spoil your exploration! As soon as you Pull Up to the ledge, Jump Backward/Jump Left to get out of the barrel's path, then return to the sloped hallway and claim the Jade Dragon.

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Fig. 8-6. The view from above of a familiar trap.



In the large area beyond the false wall, deal harshly with the Rig Worker and Rig Guard and look to the wall on the left as you enter. To reach the tier below you must press that button, Run around the perimeter, and jump through the trapdoor that opens for a few seconds. (Perhaps you should save the game first?) If you fall into the pool below, you'll discover it's full of glass shards. Be ready to adjust your trajectory on the fly to pass through the trapdoor.

Down below, you'll see the second Circuit Breaker on your right. When you go to claim it, another timed trapdoor—the exit—opens on the other side of the walk. Before you make your escape, pause to collect the Small Medi Pack from the Rig Guard. Notice the small wall button below where you entered the room above. Pressing it drains the boat area, and that's a good thing. Step back on the pressure plate to reopen the trapdoor, and head back for the boat room.

Grab and Drop to the top of the boat, and spin the wheel to open the door.

The Third Circuit Breaker

Follow the hallway beyond the door: The path to the left leads to a trapdoor above the Restroom. (In case you ignored our advice to press the button twice while you were there, you must go straight ahead to find the button that opens it.)

If you did press the button twice the first time through, you'll see that the double doors, in their "closed" position, create a hallway directly to the third Circuit Breaker.

Using the Circuit Breakers

Once you've completed the set of three, use the trapdoor to return to the Rest Room and deal with the bad guys. The Rig Guard drops ammo for the Automatic Pistols, and his worker pal spits up two bunches of Harpoons.

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From the Restroom, exit back to the overturned pool, where you crashed through the ceiling at the beginning of the level. Hop in the water in the far corner, grab the Small Medi Pack, and surface for a full tank of air before swimming through the passageway. You must have time to throw a lever at the bottom of the tall silo leading up to the escape hatch.

In the large room up top, be ready for a Rig Worker, Rig Guard and Rig Boss. Whip out the big guns as soon as you Pull Up, and keep one eye on the health meter. The trio relinquishes a Large Medi Pack, two boxes of Shotgun Shells, and also Uzi clips when the battle is won.

To utilize the three Circuit Breakers, simply plug each into successive slots near the burners—starting on the right, eh? Once that's accomplished, you can Pull the box over beneath the opening, and climb up, wary of the lurking Rig Worker.

Throw the switch you find to partially fill a chamber with water at the far end of the large area. Reach the chamber by jumping across the huge water ducts above the room.

The Cabin Key

Traverse the wide corridor and wade into the water, wary of the Barracuda. Around the corner to the right are a couple of bundles of Harpoons, yours for the taking. Notice the two exits to the room itself, one across and left of the avenue you entered from, the other around the corner to the left, in a darker location. Exit through the dark corridor to the left, and you'll spy the Cabin Key Door shortly after disposing a Rig Worker.

As you advance toward the large row of windows, hang a left and notice the trapdoor on the floor. Nearby is a switch on the wall. You can't yet reach it, or move the box that would allow you to. You must trip the trapdoor, and that switch lies behind the Cabin Key Door.

Make another left, and spy some ammo on the ground for the Automatic Pistol. If you continue in that direction, you'll traverse a wide passage, with another trapdoor at the end. That leads to the open sea, and the sea floor, where lies the Cabin Key.

So, first things first: You must open the trapdoor at the end of the wide passage. Head back to the area near the windows and spin the wheel on the door there for access.

Inside the room, flip the switch, and then Roll and Run to the far end of the chamber. The door there opens on a timer. Once inside, claim the Flares and Push the box. The switch opens the trapdoor at the end of that wide passage.

Stand at the top of the trap door, looking down into the water. As you could see from the windows, there's plenty of angry aquatic life in there. If you stand for a couple of minutes, most of it will come and mill around below you, which is OK: You don't plan on loitering there, and you'd rather have it chasing you than waiting near the Cabin Key. When the throng assembles below, back off five or six steps from the opening, and backflip in to get started in the right direction.

Once you're in the water, try to keep on a level elevation, and change direction or altitude only if something—a Great White something, in particular—is going to chew on you. The less you change direction, the faster you'll move, and the fish have enough of an advantage without you aiding their pursuit.

Swim almost straight, veering to the right, and you'll see an opening ahead. Once through, hang a hard right, along the outside of the windows. Notice where you came



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out: Right alongside the ship. You'll need to find that passage again without looking too hard—not to return directly, but to orient yourself en route to the level's final Secret: The Gold Dragon.

As you swim along with the windows on your right, you'll see an outcropping of rock low on the left. The Cabin Key lies just on the other side (Figure 8-7). Once you have it, don't reverse direction, but continue around the central jumble of rocks, circling left. You'll probably have to dodge a Great White or two—no need to adjust radically, just stay out of the way—but the rest of the pack, hopefully, still follows behind. Aim to the right of the hull, and you should see the passage you emerged from moments ago. Don't forget to grab the third Secret before you head back through the underwater passage: That'll give you a chance to save the game and catch your breath. When you do return to the trap door entrance in the hallway, you'll have to turn left as you surface to make your escape.

SECRET

Secret 3: The Gold Dragon

After claiming the Cabin Key from it's underwater gauntlet, you can claim the Gold Dragon before heading back to the trapdoor below the wide hallway. You can also go back to the wide hall and save the game first, but the Secret's dry cave actually makes a nice pit stop. As you round the rock pile, circling left after picking up the Cabin Key, you'll see the tunnel leading back to the trapdoor ahead. The cave with the Gold Dragon is across from the tunnel entrance in the outer area: Notice the irregularity there, like a small antechamber to the large underwater area? Swim in—stick to the right-hand wall instead of entering the passage back to the trapdoor—and look directly overhead once you're at the back of the small underwater antechamber. You should see a one-square opening in the ceiling above. Climb out and grab the Gold Dragon. If you made it this far and managed to get the Cabin Key beforehand, you should almost certainly save the game before braving the water once more, and making a frantic swim for the trapdoor exit into the large hallway.

Fig. 8-7. The Cabin Key lies in the large tank outside the row of windows.



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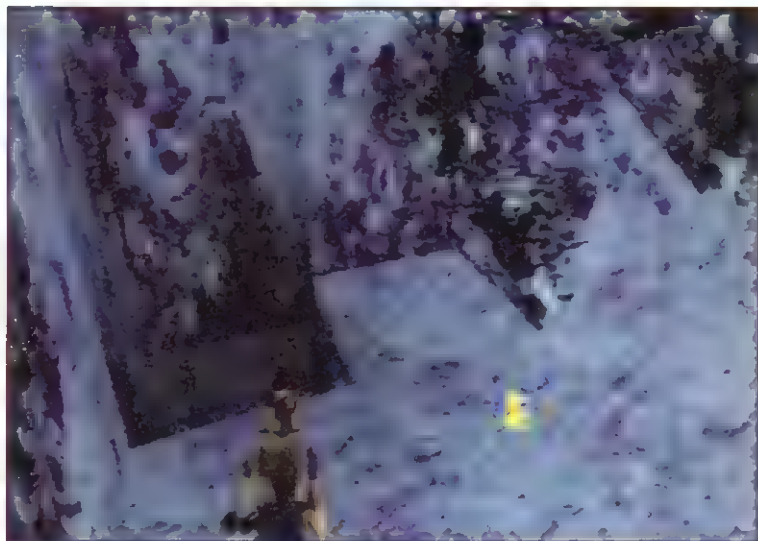


Fig. 8-8. The Gold Dragon case makes a convenient pit stop once you have the Cabin Key.

Now go put the Cabin Key in the lock near the door.

Inside the Cabin Key room is a wall switch. Flip it, and the trapdoor outside drops, allowing you to push the box over and flip *that* switch on the wall. Now go back inside the Cabin Key room to see that a trapdoor has opened in the ceiling. Pull Up and follow the hallway, guns at the ready as you hit the floor in the room beyond.

Blast the bad guys from above and make your way down to the tier below: As you enter the room, circle right, and you'll find a hole in the walk. Circle around so you point back along the walkway in the direction of the entrance, and Run in. You should hit the edge of the pool, and Slide to a stop before taking the plunge. The Rig Guard drops clips for your M-16 (about time!), but the Rig Boss has naught but a Small Medi Pack. If you step into the dark entryway off of that lower level, however, you'll find an M-16 (if you don't have it already), but don't loiter: The Frogmen in the pond outside can occasionally target through the floor here, and they'll show no mercy.

When you've got the goodies, Hop into the water—if you forgot anything, you can climb atop a patch of glass and jump from there to one of the four cornerpieces around the pool. You'll take some damage, but you'll live.

Down in the water—or, ideally, from poolside—dispose of the two Frogmen, and look for the barrel on the floor. Behind it you'll find a tunnel, fraught with fishy peril, leading to the end of the level.

The Wreck of the Maria Doria

KEY/PUZZLE

LOCATION

USE/SOLUTION

Circuit Breaker (1)

on a ledge in the Ballroom

climb up and get it

Circuit Breaker (2)

on lower tier of first glassy pool room

use button to open trapdoor

Rusty Key

under box through Ballroom

move box to acquire

Circuit Breaker (3)

in hall near Restroom

work your way around to it through Ballroom

Cabin Key

in large aquarium

open trapdoor at end of wide hall for access



Enemies

Rig Guards, Rig Workers,
Frogmen, Barracuda, Giant
Moray Eel, Crewmen

Mission 9 Living Quarters

"LIVING QUARTERS" IS A TIDY LITTLE LEVEL of brainteasers that feels almost like respite after the previous excursion. The puzzles are compact by comparison. You need find only one key the whole trip, and that near the end. Conserve ammo when you can: You'll need it for "The Deck" and the "Tibetan Foothills" later.

Mission Walkthrough

Level Opening

Great—more underwater stuff. But this one's a little simpler than the gauntlet that began the last level. Buttonhook left as you come through the first opening and pull the wall lever to open the trapdoors toward where you're headed. In you go.

Cross the large chamber, ready for the Crewman who appears, and examine the giant pistons in the adjoining area. Walk the length of the room and hop up on the flat structure at the far end. Note the switch above, and the fact that the closest piston is out of reach. Cross to the walkway on the other side of the room and head through the opening.

Moving the Pistons

Follow the hallway, ready for a Rig Worker (who drops Harpoons) and a Rig Guard when you drop to the passage below. When you venture out the end of that hall, backflip to avoid incoming barrels. Then deal with the Crewman investigating the commotion.

From the top of the ramp, catch hold of the ledge and Shimmy past the burners to reach a switch. Throw it to douse the flames.

Turn left from the switch and climb up to follow another hallway. Throw the switch there and view the pistons cinematic. Before you rush off to investigate, check out the nearby alcove, noting the two movable boxes above. It's a proximity thing: Just be aware. Now hop through the hole in the floor, and you're back near the pistons.

On closer inspection, you'll find a simple Jump Forward/Grab will get you to the formerly out of reach piston. Make your way along the piston tops—backing up a couple of steps and then Jumping Forward to hit the central low one—and pause on the final platform to blast the Rig Guard ahead. Turn right to spy the level's first Secret (Figure 9-1). You can claim it now, or on the way back.

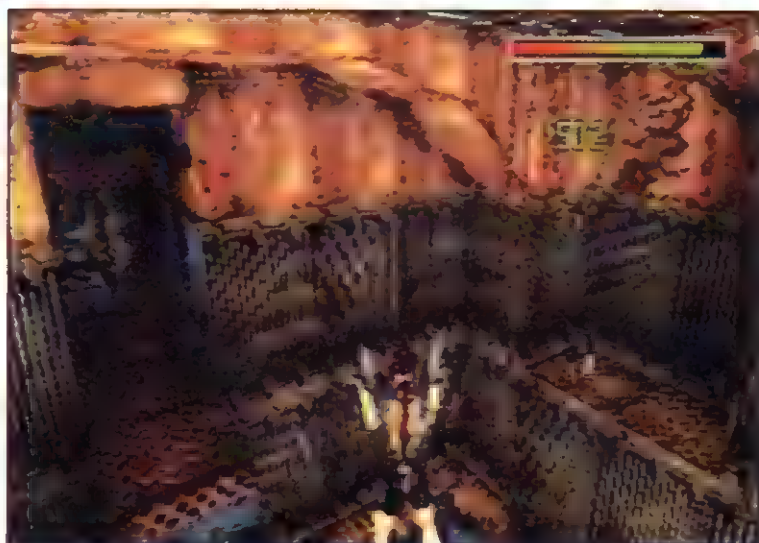


Fig. 9-1 Before you make that final jump on the pistons' first configuration, hop over and nab the Stone Dragon.

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SECRET

Secret 1: Stone Dragon

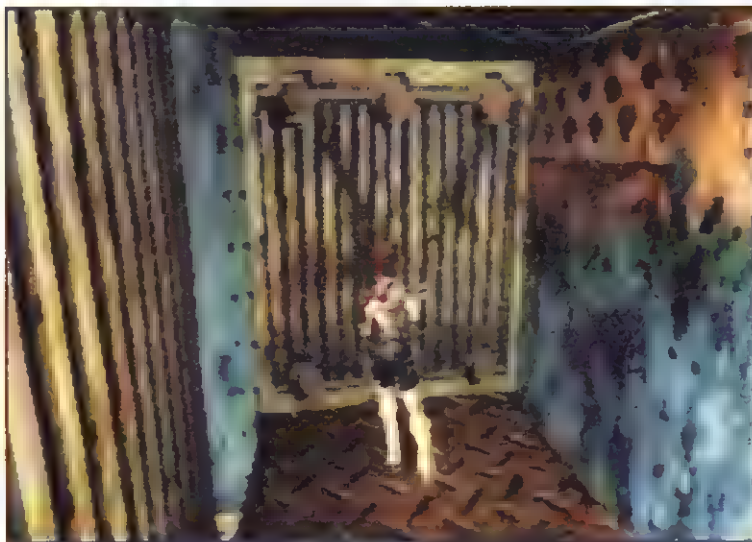
From the row's last pillar—in the first configuration—Run and Jump Forward to reach the Stone Dragon on the right-hand ledge. From there, Run/Jump Forward/Grab/Pull Up to the ledge you headed toward originally.

If the Rig Guard didn't come out to play before, he'll be waiting when you jump from the ledge with the Stone Dragon. Deal with him most unkindly, and proceed down the hall.

The Switch High on the Wall

At the end of the winding passage, you'll find a box to Push. Doing so opens a space to the left, where you see another movable box: This is that two-box set you saw from below. Push the first box twice more to reveal another passage to the left. This one allows you to reach the second box. Give it a Push (Figure 9-2).

Fig. 9-2 Move one box to reach the other. Moving it sends you toward the new piston configuration from a different direction.



With both boxes moved away from the openings, drop to the room below and throw the piston switch again. Jump Up/Grab/Pull Up upstairs to the ledge where box number two rested earlier. Use that path to return to the piston room.

With the pistons in the second (original) configuration, traverse their tops to the far end and look right. Run/Jump Forward/Grab/Pull Up to reach the ledge with the switch. Throwing it fills the Burner Room with water.

Beyond the Door in the Burner Room

Back in the Burner Room, look right and high on the wall as you swim from the initial hallway. Pull the lever to open the sealed door nearby. Go get a breath: Notice you can suck air in the small room above the burner switch. That may be a little closer.

Now go through the unsealed door and draw out the Frogman. You must take care of him before you do anything else here, or he'll follow you around, filling Lara's hide with Harpoons. Not good. As you come through the floor beyond the unsealed door, notice the small room on the left you can climb into. It provides a good vantage point if you don't feel like fighting underwater.

After sending the Frogman surface-ward, it's time to open the exit.

The way out of the large chamber to the rest of the level is via a ceiling trapdoor. The trapdoor is opened by a switch in a small cave—also home to the biggest Moray Eel you've ever seen.

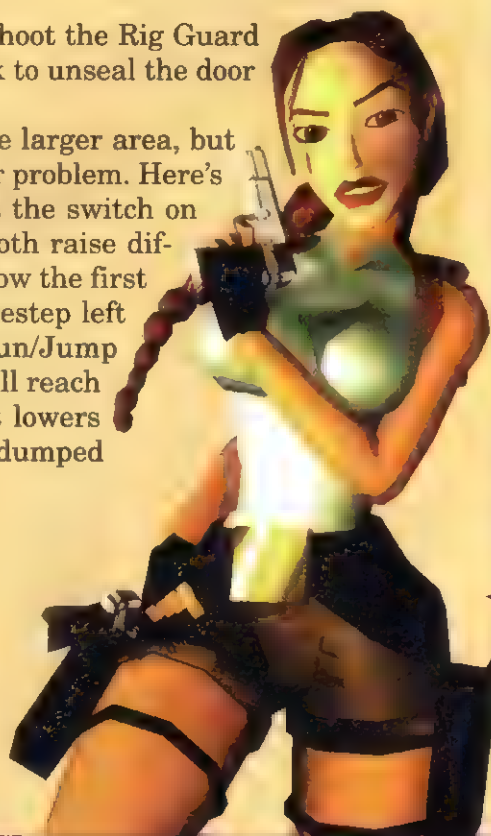
In the cave, turn left and see the switch up ahead. Hug the left wall: The Moray lives on the right, and he's cave-bound. Stick to the left, and he won't be able to nibble our heroine. Another note: Try to hit the trapdoor square-on as you approach: The moss around it impedes your movement and, depending on your air supply, can make or break the run.

All right: Go for it.

The Two-Switch Room

When you hop out of the hole, walk forward and shoot the Rig Guard overhead. Pull the switch at one end of the catwalk to unseal the door at the other end.

In this room a switch opens the trapdoor in the larger area, but to reach the switch you must conquer a nasty timer problem. Here's how: Of the two side-by-side switches, throw first the switch on the right, and then the left one, in quick order. Both raise different sections of metal "awnings" behind you. Throw the first switch, and then Jump Right/Jump Left. Now Sidestep left enough to throw the second switch. Roll. Run/Jump Forward, Grab/Shimmy Right. Do it clean and you'll reach a small landing (Figure 9-3), and the switch that lowers the trapdoors outside. If you blow it, you'll be dumped ingloriously into the pit of glass.



TOMB RAIDER II

Fig. 9-3. Throw the right switch, then the left, and you'll have time to shimmy to an important toggle in the nearby alcove.



SECRET

Secret 2: Gold Dragon

At the end of the hallway in the upper area, where the Rig Worker emerged, you can see the Gold Dragon below. Don't buy it. The only safe way to get the prize is to Jump Forward/Pull Up into the area above that hall and let Lara fall through the collapsible floor section. Once you have the Gold Dragon, walk through the glass and Pull Up to the ledge above it (Figure 9-4). You're bound to get a nick, but at least it's not mortal.

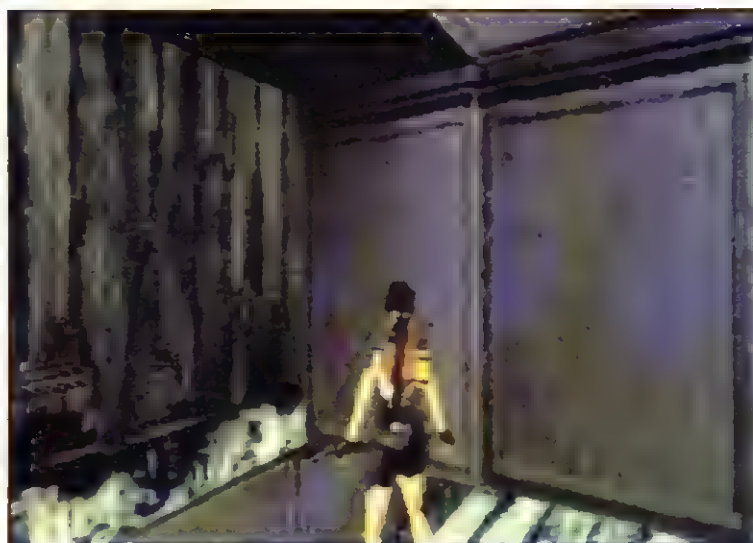
The Upper Area

Back in the large room, check the corner where the trapdoor has fallen. This is a relatively pedestrian Lara trick. Stand facing the lower slope, toward the ledge above, with your back to the higher slope. Jump Forward/Jump/Jump/Grab/Pull Up to the room's upper area.

From there, make your way along the ductwork, moving the box aside so you can shimmy past the obstruction and get atop the high central beam. Follow the duct on the other side, and leap to the opening in the wall.

Down the hallway, watch for the Rig Worker approaching from the right. Investigate this hallway to find the level's second Secret.

Fig. 9-4. Jump to the area above the Gold Dragon to avoid the glass on the floor below.



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Continuing down the other hall after you pick up the Gold Dragon, slide down the wide slope—watch those tiles!—and shoot the Barracuda in the low pool. Pause there a moment, perhaps to collect the level's final Secret.

SECRET

Secret 3: Jade Dragon

The pool in the hallway where you shoot the Barracuda has a collapsible tile in a lower corner. Pull up to the floor as it starts to wobble to avoid the bite of another fiendish fish. When he goes belly-up, swim through the passage to the water outside, and claim the prize.

The Sloped Pillars

If you save the game before you go near the pillars, life is so much easier.

The trick to getting up the slope by using the irregular pillars is knowing that between the one closest to the window and the next closest is a collapsible piece of flooring. It doesn't fall far—maybe six inches—but it means the difference between being able to leap up and Grab the taller one and not. If you blow it, hop out of the hole on the other side of the short pillar and jump atop it from that side so you Slide Forward toward the ledge. Jump/Grab/Shimmy Right.

Hit the flooring and Jump Up/Grab the tallest pillar before the floor collapses beneath you. Once

you've grabbed hold, Shimmy Right until you can Pull Up and stand on the irregular pillar area. Save the game again.

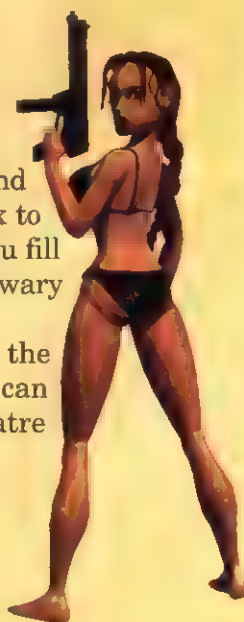
Up the slope, drop down in the hall and continue through the passage, wary of the Rig Guard on the slope to your right in the next area. Continue in that upper walkway, and look left to shoot a Rig Guard near the box below. Before you jump over, Pull the box you find at the far end of that room. That's right, *Pull* it, just once. Now go back and jump over the balcony.

The Theatre Key

Pulling the box from the other side opened up a passage to the Theatre—for which, of course, you'll need the Theatre Key.

In the large area below the balcony, deal with the Rig Guard and then the Crewman who comes from the large pit. In the pit is a box to Pull: Beneath it lies the Theatre Key. You can't cross the pit until you fill it with water. So Push the box back in place to climb out of the pit, wary of the Rig Boss who's appeared up top.

Check the passage to the Theatre. A Crewman lurks around the corner right of the door with the lock. If you take him out, you can move in that direction if another comes through the opened Theatre doors.



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Inside the Theatre, hang a right and blast the Crewman if he's still descending the stairs. A Rig Boss is ready to open fire from the right as you approach the stage; he's on a low balcony, keeping company with a Crewman. Close their show for good, flip the switch there, and Pull back part of the stage curtain. Check it out, wary of the Rig Worker: The button you find backstage—in the dark, on the other side of a pit of glass—floods the pit in the large room where you found the Theatre Key earlier.

Dispose of a Rig Boss en route, and cross the now-flooded pit and enter the hallway on the other side: It's on to "The Deck."

The Living Quarters

KEY/PUZZLE

Theatre Key

LOCATION

under a box in the pit

USE/SOLUTION

move the box to get the key; return the box to exit the pit





Mission 10

The Deck

ABANDON ALL LINEAR THOUGHT. Crazy, elliptical stuff abounds here, but the payoff is worth it: It's the Seraph, an artifact Lara will actually carry with her for a couple of missions. Don't worry. You can't end the level without picking it up. Putting your hands on it is the least of your worries, however. Flamethrowers are out in force in "The Deck." And the Jade Dragon ... well, you'll see.

Mission Walkthrough

Level Start

Look sharp as the level begins: A Flamethrower approaches from the right as you stand in the alcove, and third-degree burns are a nasty way to start any adventure. His Rig Worker buddy follows close behind.

Once you've notched your first couple of kills, loop around to the other side of the building—to the right as you came out of the corridor—and lay hands on the Grenade Launcher. Yes, it's about time.

Enemies

Flamethrower, Rig Guard, Rig Worker, Barracuda

Weapons

Grenade Launcher

TOMB RAIDER II

The Stern Key

Your first order of business is to lay hands on the Stern Key, a relatively simple chore. Retrace your steps back to where the mission began and dive through the opening on the right to the pool below. There are Barracudas about, so swim quickly left to the safety of a low landing. Float the fish from there, and then hop left along the ledge, following the wall, to find the prize.

Stern Key in hand, dive back in the water. As you face the hull, make a left, and swim down to find an opening in the rock wall. Swim straight through the opening, make a right, and then a left to spot metal ahead. Angle up to find the exit hole, and whip out those guns when you're safely on dry land: A Rig Worker clanks your way. To the left as you leave the platform is a shallow pool where a huge Propeller blocks a tunnel.

Getting Past the Propeller

Circle around to spy another Flamethrower on a platform. Near where he drops is a trapdoor, but below you'll find only a dead end.

Across from the Flamethrower's platform a stack of boxes needs reconfiguring. Push the one closest to you, climb atop it, and Push the uppermost box. Now hop back down and Pull the box you Pushed the first time. Change sides, and Push it as close to the Flamethrower's ledge as it will go. That allows you to move the box originally beneath the uppermost one and discover the Stern Key unlocks (Figure 10-1).

Fig. 10-1. Moving the boxes aside uncovers the Stern Key Door.



Beyond the door, swim down and look to the wall on the right, where the passage widens. Pull the lever to unblock the aforementioned dead end. Double back there to throw a switch, ready for a Rig Boss, and the area beyond the Stern Key Door drains. Pull the box out to discover a tunnel that takes you past the Propeller.

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The Cabin Key on the Raft

When you spy the raft, hit the water and angle left, climbing ashore as quickly as possible to deal with the Rig Worker. There's cover behind his boxes. Once you've dealt with the two Frogmen in the pool, look low and left as you face the raft from that shore to spy the level's first Secret.

Facing the rock wall after acquiring the Stone Dragon, circle left past the outcropping to spy a low underwater tunnel. Beware the Barracuda, and climb ashore. Follow the tunnel, sticking to the main passage if you notice the branch left where the Rig Boss patrols. Claim the Large Medi Pack near the hole in the floor, and max out your health. (The drop through the hole to the raft below is a killer, otherwise. Make sure you Hang and Drop from the low end of the ledge to the tall box.)

Expect the waters to get seriously Shark-infested when you collect the Cabin Key (Figure 10-2). After bagging the obvious duo, watch out for a third near the passage to the left of the Stone Dragon reeds. Head back down the tunnel, this time following the left branch to a higher level of the deck.

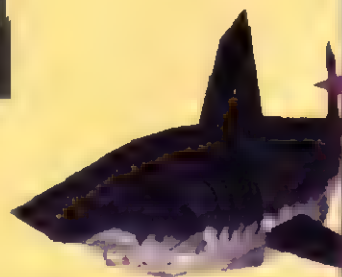
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Secret 1: Stone Dragon

As you face the raft from the shore near the boxes, swim down and left. In the reeds at the base of the rocks waits the Stone Dragon.



Fig. 10-2. After claiming the Cabin Key, stay on the raft to peg the sharks that appear.



TOMB RAIDER II

The Storage Key

If only you knew what was in store.... Somehow, I think perhaps you do.

The Storage Key is the crowning achievement of "The Deck," which seems to roll right along until you find the Cabin Key and have to find a Cabin to use it on. Never fear.

Follow the winding tunnel up (and up) to the upper deck. Be ready to defend yourself at all times as you case the perimeter, noting the two facing doors, as well as the lone sealed door (left as you emerge from the tunnel). Also, don't overlook the Grenade stash in the hole on the far side of the deck from where the tunnel drops you off. The tunnel opening in the rock wall on that side leads in the general direction of the Storage Key.

When you've had your fill, drop to the deck level near the pool and deal with another Flamethrower and his pals before pausing to collect the Gold Dragon.

SECRET

Secret 2: Gold Dragon

Find the discolored tile in one wall of the pool. As you approach it, a Frogman comes out to play. Inside his watery abode waits the Gold Dragon.

Also in the area near the pool are Uzi clips and M-16 ammo, in niches near the movable boxes. Don't bother moving them unless you need the exercise.

On the deck level below that of the pool—you're still one floor above the deck where you began this mission—the deck is divided by the large central ship structure. On one side, you can see the irregularly shaped rocks and blocks near where you found the Grenade Launcher so long ago, except now you're above them.

Run and Jump Forward to the closest flat platform. Then Run/Jump Forward/Pull Up to a long, off-white walkway. The camera should pull back to an impressive height to show the area from above (Figure 10-3). To your right lies the

level's final Secret, but you don't want it yet ... unless you want to do a hellacious backtrack.

Fig. 10-3. The camera pulls back to give you a glimpse of the surroundings, and perhaps the idea of jumping to the large orange metal structure nearby.



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Instead, Run/Jump Forward to the top of the sloping orange surface from the highest section of the walkway. Now bear right, to the edge where the boxes are stacked below. There's a crack in the wall here big enough to admit Lara, but out of reach of a jump from those boxes below. From the top of the orange structure, you can Hang and Drop/Grab to a crack in the orange metal, then Shimmy left to Pull Up. Run/Jump Forward into the wide crack in the rock wall.

Follow the tunnel, Jumping Forward diagonally up the platforms in the sloped area and ready for the Rig Workers who try to knock you down again. When you emerge from the cave, Run/Jump Forward/Grab/Pull Up to the rooftop across the way. Cross the roof and bear left, jumping the alley to find a trap door. Down below waits a Rig Worker, plenty of ammo for the Automatic Pistol, and a box near a sealed door. The door opens when you approach. Pull the box out and flip the switch. It opens the singular door on the upper deck—outside and to the right—beyond which is the lock requiring the Cabin Key, as well as M-16 ammo.

In the room the Cabin Key opens is a relatively tame collapsible floor trap and a button to push. The button opens the last unopened door on the upper deck.

Follow the cave to a hole in the floor, and find the Storage Key below.

When you have the prize, head for the Storage Shed near the pool with the Propeller—by way of that off-white walkway, so you can claim the final Secret. Expect serious resistance from a pair of Flamethrowers as you approach the Storage Shed. Why the big guns? The Seraph, a key artifact in Lara's quest for the Dagger of Xian, waits inside.

SECRET

Secret 3: Jade Dragon

From the off-white walkway where you made your leap to the top of the orange roof (and then the crack in the wall), you can see a small cave where the Jade Dragon waits. To get in, you must jump left of the opening and then Shimmy Right/Pull Up: Glass lies in the cave mouth. To get out, take three steps back from the edge of the ledge and Jump Forward from there to avoid impalement. If you're doing this near the end of the level, remember the Flamethrowers below!

The Deck

KEY/PUZZLE

Stern Key

LOCATION

on a ledge near the Barracuda pond

USE/SOLUTION

opens a door behind the stacked boxes

Passing the Propeller

in the shallow pool

use the Stern Key to uncover a tunnel to the area beyond

Cabin Key

on the raft

drop through the hole in the ceiling with full health

Storage Key

atop the central structure of the upper deck

refer to the walkthrough



Enemies

Eagles, Mercenaries,
Leopards

Mission 11

Tibetan Foothills

COOOL STUFF, FIGURATIVELY AND LITERALLY, in the "Tibetan Foothills." Deadly icicles. Avalanches. Snowmobiles. Snowmobiles with big guns attached. And far too many cold-hearted mercenaries, waiting to make short work of Lara Croft. It's time to hit the slopes, and hit them hard—Tomb Raider style.

Mission Walkthrough

Level Opening

Look sharp as the level gets underway: There's Eagles in them thar foothills, the first of which bears down from above. Follow the trail to a wide snow passage. A slope dumps you into the path of many gigantic snowballs. Jump the set on the left, and then duck into a widening of the passage on the left to avoid the second volley.

Jump through the right side of the ice screen, ready to jump again once you've broken through: You'll hit the ground sliding toward a deadly, deep pit. If you jump again as soon as you land and begin sliding, and then lean to the right in midair, you'll land safely on the path.

The path opens into a gorge. On the far side you can see a Hut with a Snowmobile parked out front. Bag another birdy, and consider the gorge.

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Turn around and hang from the ledge where you emerged at the gorge, and drop directly in front of the passage where you came out. You'll hit another ledge and start to slide, so Grab before you go over the side. Looking below, you should see what might be (is) a cave opening. Drop down to the landing and go inside of the cave. If you miss this from above, you can climb out of the water on the only available ledge and climb the tall ice ladder. At the top, leap toward where you were facing when you Pulled Up, along the cliff face. As long as you Slide backwards, Grab and drop, you should wind up on the small landing outside the cave (Figure 11-1).

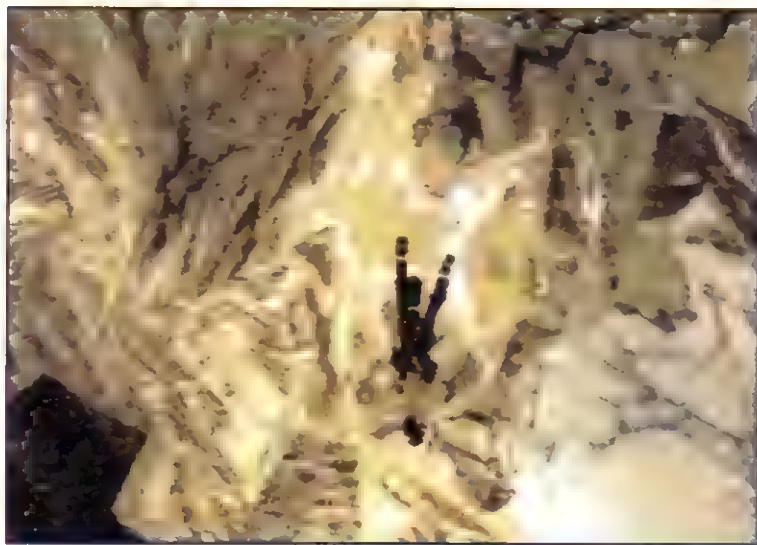
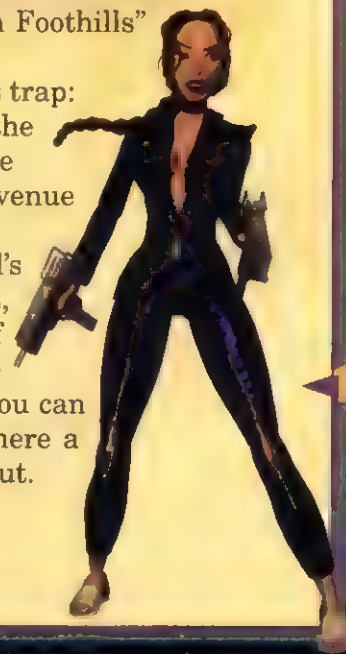


Fig. 11-1. The cave opening lies below where you first enter the gorge and spy the Hut in the distance.

Inside the cave is a narrow passage with deadly ice stalactites overhead. Between Lara and the passage lies a small pool of water from which a climbable surface leads. (That's what climbable texture looks like in the "Tibetan Foothills" and other icy levels. Make a note.)

Drop into the pool and climb out on the side of the dangerous trap: When you Pull Up, the icicles will fall, so drop back down into the water instantly, and then climb out again to continue. Follow the path. Pulling Up to a dark hole in the wall. There you'll find an avenue down and left, and another up and right.

Up to the right is a barred exit near the Hut—and the level's first Secret, just out of reach. Down and left the path continues, through a hazardous, icy pool, and out onto a ledge at one end of the gorge. Stick to the left and Run/Jump Forward to a low ledge on the side of the gorge where you first emerged. From there, you can Run/Jump Forward to a ledge on the side nearest the Hut, where a Large Medi Pack waits. Climb the cliff above to approach the Hut.



TOMB RAIDER II

The Snowmobile

Dispose of the two Mercenaries and check the ride. Hang a U-turn and head down the tunnel there, ready to hop off and trade gunfire at a moment's notice. Before you hit the trail, of course, you might as well run over and grab the level's first Secret.

SECRET

Secret 1: Stone Dragon

The Stone Dragon waits on a small ledge outside a barred door near the Hut, just right of the sealed cave entrance.

When the passage widens, Lara confronts several ramps around a small snowy valley. The object is to work your way around the valley to set up a run at a cave blocked by a large stone slab.

Try and line up every ramp straight-on, and save the game before and after every jump. Put on the brakes with the Backward arrow once you land, so you don't slide off the landing area.

Realize that the object of the first ramp isn't to land atop the wall, but to clear it: Give it just a little gas as you hit the halfway point, and try to kiss off the top of the wall to let Lara down easy. Don't try to correct for the ramp that slopes hard to the left: You'll end up twisting in midair. Death follows. Just

keep it straight, and ride that left edge.

When it comes to the long bumpy ramp—the one headed to the wall—stop and check it out. Go through the opening left of the slab (off the adjacent ramp) and dispose of the Snow Leopards beforehand. Then, don't use the entire, long ramp. Get the Snowmobile across the gap, and then back it up to the edge, with the gap behind you. Now angle to the left of the slab and floor it. It's really not too tough, although you'll take some damage from the landing.

Stick to the left on the next jump: The narrow right-hand path is for the return trip. When the trail divides around a small pit, park the beast and explore the right avenue on foot. You'll find a ladder near a stash of Grenades. Up top is a switch that opens a gate ahead. Return to the ride, wary of lurking Mercenaries.

Through the gate, mow the Mercenary on the long, narrow run, and dismount to the left in the wider cave to deal with two more arriving Mercenaries before proceeding. Before you take the big jump (Figure 11-2), climb off to collect the level's second Secret.

Fig. 11-2. Lean on the gas, and Lara shoots through the wild blue yonder to the distant ramp.



The Drawbridge Key

Over the big jump, arc low and left across the snowfield to avoid the rolling snowballs; then park the machine. In the caves ahead there's a tunnel to the left, and a switch outside a gate. The cliff where the path beyond terminates is an ill-advised leap, but it gives you a good view of the ladder you need to use.

Head back to the snowfield, and walk as far as you can toward the ladder. Jump above it and Slide Backward to grab the ledge, then climb down the ladder to the cave below. Inside lies the Drawbridge Key. Follow the path, ready for trouble from behind the sheet of ice (Figure 11-3), and watch those icicles near the switch. On the valley floor, near the distant ladder, some Grenades in a hole summon three more Leopards. Climb back up and recross the snowfield—Run/Jump Forward/Grab/Pull Up across the ladder area—to return to your ride.

SECRET

Secret 2: Jade Dragon

Walk out onto the big jump and look right. Run/Jump Forward over to the ledge and collect the Jade Dragon. Return to the Snowmobile ready for the two leapin' Leopards that have appeared back in the cave.



Fig. 11-3. A Mercenary waits to thwart your heist of the Drawbridge Key.

The Hut Key

The Drawbridge Key allows you to lift the bridge and get the Snowmobile over near the avalanche warning sign. It's safer to draw out the snowballs on foot, backflipping out of harm's way, than it is to take the Snowmobile first thing. Watch for the low ceiling and the big pit in the area beyond the slide, and circle back to view the destruction.

At the foot of the collapse, in a bright patch of snow, lies the Hut Key. When you near it, prepare for serious trouble. A Mercenary Boss shows up riding a serious

TOMB RAIDER II

Snowmobile—one equipped with submachine guns. Seek high ground to the left of the Hut Key—the bad guy arrives via the avenue under the Drawbridge—and keep that M-16 blazing. If you can knock him off his ride, it's yours for the taking, with one small caveat: It's too heavy to make it over the big ramp on the way back. When you're done fooling around, it's back to old faithful for the Hut trip.

Hut Key in hand—don't forget about it after the battle—retrace your long path to the Hut. You must abandon the Snowmobile when you reach the ledge in the cave nearby.

The Hut Battle

Inside the Hut waits M-16 and Uzi ammo, as well as two Small Medi Packs. Sense a battle coming? When you throw the switch, beat feet out of the Hut, or that's very likely Lara's last stand. Outside you have a chance. Try leading the throng down the tunnel toward the Snowmobile ramps and picking them off one by one.

Snowmobile Battles

Seek higher ground in the large area beyond the gate, and you can have one of those gunner-mobiles to call your very own, at least for the rest of the level.

Farther down the hall, keep left to avoid plummeting to the bottom of the pit with your new ride, and hop off on the far side to claim the level's final Secret.

In the large snowy area where the tracks lead to the valley floor, expect two more armored vehicles to challenge you when you arrive. Head left, rather than down into the valley, and take them (when they come up the trail, hopefully, one at a time). Don't try to be too tricky: If you can turn and shoot them, they can do likewise, and their crossfire is withering.

After winning the battle, push the stone block at the far end of the valley to exit, ready for armed resistance in the area beyond. Walk to the edge of the chasm and peg the gunman to the right from above. Yes, you can reach his ledge. No, there's no reason to. With the sniper snuffed, ride your snowmobile off the cliff. It just makes the small pond, and Lara will jump to safety as it explodes on the bottom. Pull Up to the ledge and follow the trail to find the Barkhang Monastery.

SECRET

Secret 3: Gold Dragon

Just beyond where you lay hands on another armored Snowmobile, an ice ladder leads into a pit. At the bottom waits the Gold Dragon, in a short cave. Be ready to Jump Left when you hit the ground, or the snowball trap makes quick work of our heroine.

Tibetan Foothills

KEY/PUZZLE

Drawbridge Key

LOCATION

in a cave below the sloped hill of snowballs

USE/SOLUTION

raise the drawbridge

Hut Key

in the snow after the avalanche

opens the Hut near the mission start



Enemies

Mercenaries, Eagles, Crows

Friends

Monks, Priests



Mission 12

Barkhang Monastery

GIVEN ALL THE AMAZING PLACES Lara has been, it's something to say that any one place stands out: The Barkhang Monastery is in a class by itself. Lara needs to find the five Prayer Wheels and install them in a small room behind the huge statue that serves as the Monastery's centerpiece. If you can manage that, and bag the Jade Dragon in the bargain, well, surely you have Lara's loving admiration.

A note concerning Monks and Mercenaries: They don't mix. In fact, they're downright hostile to one another, which can be quite a sight. Every chance you get, introduce them to one another. As long as Lara doesn't attack a Monk or a Priest, they'll leave her entirely alone.

At the end, you finally get to unload the Seraph from "The Deck" level. It's the key to the levels beyond.

Mission Walkthrough

Level Opening

Expect a violent confrontation with a gang of Mercenaries as you emerge in front of the Monastery, but two Monks and a Priest arrive shortly thereafter to lend a hand. You can explore the cave if you'd like, but access to the Monastery lies up the ladder opposite the large double doors in that first open area.

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Watch for Crows as you climb, and Jump right to a flat rock before Jumping to a sliding platform to gain a handhold on the crack below: You must Grab and Hang, and then Drop/Grab/Shimmy Left to find a place to Pull Up, near some windows that serve as Lara's entrance.

A Monk arrives from the wide hallway on the left, so wait until he checks the room ahead before taking that avenue: A Mercenary crashes through the window there, near the door requiring the Strongroom Key. Collect the Grenades from the ledge outside before doubling back to the Monk's hallway. For reference: The door on the right opens onto a room with another locked portal, this one requiring the Rooftops Key for access. Approach the doorway on the left.

The Main Hall Key

When you approach the first opening on the left in the Monk's hall, run past the Monk and he'll take out the Mercenary sneaking up from the direction of the Strongroom Key Door. When things die down a little, return to the room and climb the ladder to the walkway above the Monastery's central chamber, where a Monk watches over the Main Hall Key (Figure 12-1). Continue around the walkway.

Fig. 12-1. Monks and Mercenaries make for a fine spectacle throughout the level.



The First Prayer Wheel

Follow the path, wary of rolling boulders. In the area where the second boulder winds up is a box to Push. In the opposite direction lies a pool where a strong current sucks you to the bottom. To escape the suction, swim toward the edge of the depression once you're pulled inside, and then angle across to find an underwater passage.

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Follow the passage to a screaming drop to a pool far below. Strike a Flare in the hallway, and proceed with caution. The Bladed Doors are easy to defeat once you know the trick: Walk as close to them as you can without taking damage, and when the door opens, Roll. No charge.

Follow the hallway and climb the ladder. Defend yourself with a Monk's help in the room above, and open the exit by moving the blocks. Look to the darkened area—carefully—to see the first Prayer Wheel beyond two rows of burners. Getting to the Wheel is no problem, but when you claim it, the burners light. Press against the right wall of the room while standing on the Prayer Wheel Platform. Jump Forward from the edge closest to the first row of burners to get past row one; then jump between burners to make it over the second row. Exit via the moved boxes back to the Main Hall, and apply the key to the lock.

The Strongroom and Rooftops Keys

Two Monks and a Priest welcome you to the area near the large statue, and if you go near the railing, they'll help out with serious Mercenary trouble from the Main Hall doorway. After you mop up, take the first door on your right as you entered the area from the Main Hall.

Pass through the first room to discover a hallway at the back, on the left. Run/Jump Forward over the blade trap and acquire the Strongroom Key from the Monk through the door on the left side of the long hall. In the Strongroom waits naught but the Rooftops Key. The Rooftops Key goes in the room with the rolling blades; bypass them by keeping to the left wall as you enter, and then rushing across when the most distant roller reverses back toward the far end of the room.

The Two Gemstones and the Second Prayer Wheel

Look behind the first golden calf statues to find a switch that briefly shuts down the burners in the long adjacent hall. At the end of the hall, on the right, is a large ornate door that opens only when you place one of two Gemstones in a nearby socket. Halfway down the hall, on the left, is another room, full of trouble.

Two Monks appear from the left as you enter, at the same time two Mercenaries arrive in the hall outside to pepper you from that direction. If you rush in and climb the ladder on the right, the Monks and punks will duke it out down below, and you can use the M-16 clips to mop up if things go badly. If the Guards take a powder, don't worry, they'll be back.

Throwing the switch in the courtyard opens two trapdoors in the floor. Below lies a glass case to smash. It contains both Gemstones. Notice also the bladed hallway beyond, where you found the Strongroom Key.

Exit by means of the switch around the corner, and place one of the Gemstones in the socket between the second set of golden calves. When you do, the door behind you opens. Pull the box inside twice to claim another Prayer Wheel.

Back in the area near the statue, take the doorway near where you went for the Strongroom Key to discover a ladder leading up. Run/Jump Forward/Grab/Pull Up to the statue's hand from above, then climb to the upper hand and do likewise to the top of the statue's head. You're bound to singe that bomber jacket a bit when you back up for the Jump to the head, so move fast. Cross the head to another hand, and then to



TOMB RAIDER II

a small nook high above the room. Place the second Gemstone, and the trapdoor in the room below the statue opens. Pursuing that course right now might deprive you of a Secret, so instead explore the wide hallway that leads from near the statue's base.

Note the open room around one side of the statue where the Prayer Wheels go, and stop while you're in the neighborhood to grab the level's first Secret.

SECRET

Secret 1: Gold Dragon

The Gold Dragon waits in a small niche behind the statue. Circle on the gray walk, Jump Forward up the ramp, and then Pull Up into the niche to claim the prize.

The Third Prayer Wheel

Through the wide hallway near the statue, greet the Monk in the room on the right, and check it out: Surely some of those boxes can be moved. As you enter the room, circle left, and Pull the box there twice, moving it between the barrels. Now move the next box in line to discover Automatic Pistol ammo beneath it. Push the box from where you found the AP ammo, get behind it (so you stand with some barrels on your right), and Push it over next to the door.

If you line up the two floor-level boxes so one blocks the doorway and the other is next to the double stack of boxes, you can then Pull the uppermost of those out of the way and discover a stash of Harpoons. If you continue through the antechamber to the hallway with the trapdoor blocking it, you enter another phase of the level. Because you went to the trouble of installing the second Gemstone, let's see that through until you get the Prayer Wheel in that direction.

Exit back to the wide hallway and hang a right, meeting more Monks. Then take the first left into a large, water-filled room. You can see this area—and drain it—by following the path beneath the statue. But first things first: Secret numero dos.

SECRET

Secret 2: Stone Dragon

From where you enter the room, dive in and swim to the far wall, past the ladder, and look high and left. Swim into the opening to discover the Stone Dragon (Figure 12-2).

Fig. 12-2. The Stone Dragon is only accessible when the room is filled with water.



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Stone Dragon in hand, double back and drop through the trapdoor beneath the statue. Follow the path and throw the switch you find to open a nearby door. Inside the small room, Push the box across the stream to drain the room outside. Though the niche where the Stone Dragon rested is out of reach, you can now Push the box on the ledge and claim another Prayer Wheel.

The Gauntlet: The Trapdoor Key

At the end of the wide hallway leading from the statue, to the left, is a hallway off a room, and beyond that, the Gauntlet (Figure 12-3). Watch your back as you cross the room, ready for a serious Mercenary attack, and proceed to face the obstacles.

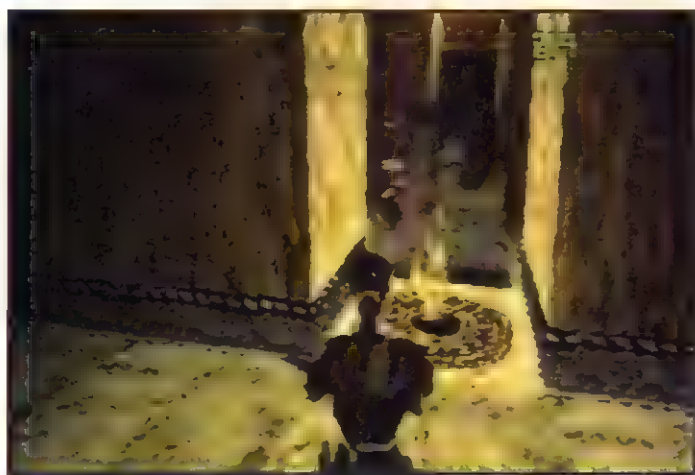


Fig. 12-3. The Gauntlet guards the Trapdoor Key, as well as the Jade Dragon.

When you approach, the burner goes out; it's a proximity thing, not a pure timer. Dive over the burner into a tunnel below, avoiding the swinging spiked hemispheres: Try Diving as one half swings toward you. Walk a few feet down the tunnel, then do an about-face and Pull Up to the ledge. You can stand there free of harm. Wait for the bladed wheel to roll past going left, and Jump Forward across the hole in the floor. The burner in front of you will go out, and you should be able to Run into the next underground tunnel unscathed. From there, you can pull up to the ledge on the right, as the wheel rolls back and forth down the hall, between you and a doorway on the opposite side of the room.

Down the hallway where that last bladed wheel rolls lies the level's final Secret, so run into the room first to claim the Trapdoor Key, and save the game.

Jade Dragon in hand, continue down the hallway past the Trapdoor Key Room. That drops you back into the room you drained earlier.

SECRET

Secret 3: Jade Dragon

From the room where you claim the Trapdoor Key, reverse direction and navigate the hall where the blade rolls back and forth. Small halls lie on either side of the blade hall, so dodge back and forth, waiting for the blades to pass. Eventually you enter a short hallway on the left and activate a bladed door trap. As before, stand as close as you can and Roll when the door opens. Past one more bladed door waits the Jade Dragon. Nab the prize and retrace your hazardous route back to the room where you picked up the Trapdoor Key, and continue down the hall.

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You've got the Trapdoor Key, so let's use it. One Prayer Wheel lies in that direction, and one more down the hall past the room where you Pushed the boxes to gather ammo and Harpoons. Head back toward the large area near the statue: The Trapdoor Key fits the lock near the trapdoor, right of the large sealed doors.

The Fourth Prayer Wheel

Down the Trapdoor that opens with the key, Pull up into the new area. The switch on the wall opens the large double doors—back into the area near the statue. It also invites more Mercenaries to the party, so close the door back up and let the Monks help out.

Follow the wide outdoor trail, circling left of the rock pile to discover a ladder up. Above, watch your back as you approach the bridge. In fact, watch it twice, turning to deal with an Eagle, and then facing the bridge again to dispose of a Mercenary. Cross the bridge, and dispose of the Crows careful not to peg your friend. Then use the ledges to gain the top of the structure. Inside waits the fourth Prayer Wheel. Just one more to go. When you head back past the statue to the area beyond the boxes you so cleverly rearranged, don't forget about the Mercenaries waiting to ambush you through the double doors.

The Fifth Prayer Wheel

Past the room with the boxes you moved around, there's a hallway with a trapdoor. Run across the trapdoor and Grab as you start to fall to catch one of the long ladders on either side. You'll use the same technique on the return journey. Hang a right and then a left to stand at the base of a stairway leading up to a window. This can be tricky, so save the game here.

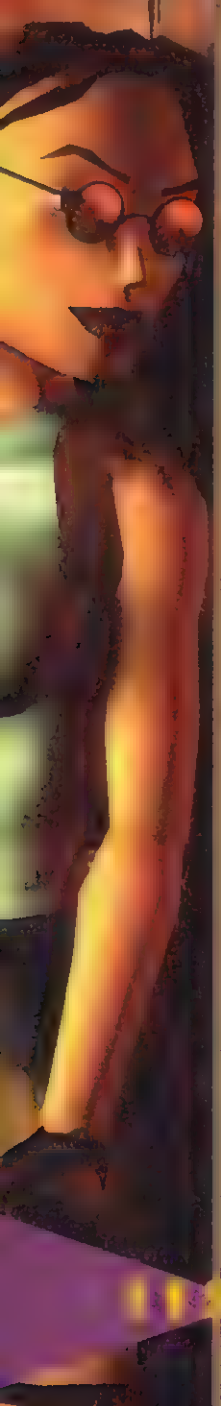
As you head for the window, a gang of Mercenaries fills the stairway behind you. Through the window is a long drop into the warm embrace of two Monks and a Priest.

Bail out of the window, then throw the switch on the wall to let the Monks go look for trouble. Seal the portal behind them. They'll likely lose that fight, so plan on mopping up Mercenaries later.

Once you've put a serious dent in that ammo supply, follow the long ladders up to the final prize—the fifth Prayer Wheel. Head back to the statue and circle left around it to the room where the Prayer Wheels go.

Placing the Prayer Wheels

Place the five Prayer Wheels in the empty fixtures on either side of the large double doors, and the portal opens. Climb the ramp inside and place the Seraph, which you should have from the end of "The Deck" level, into the central fixture. That unlocks the door to the level exit.



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Barkhang Monastery

KEY/PUZZLE

Main Hall Key

Strongroom Key

Rooftops Key

Trapdoor Key

Gemstone (1)

Gemstone (2)

Prayer Wheel (1)

Prayer Wheel (2)

Prayer Wheel (3)

Prayer Wheel (4)

Prayer Wheel (5)

Final Puzzle

Level Exit

LOCATION

on the platform above the statue room

the first door on the right as you face the statue

in the Strongroom

through Gauntlet in case through double trapdoors

in case through double trapdoors

beyond the suction pool

in room unlocked by Gemstone

behind box in water-filled room

follow path beyond trapdoor

out window at top of long staircase

in room behind statue

beyond door opened by Prayer Wheels

USE/SOLUTION

take the first door on the left in the hallway

opens the room near where you entered the Monastery

opens door beyond two bladed wheels

unlocks trapdoor near statue set stone to open door to a Prayer Wheel

set stone across statue's head to open trapdoor below

solves final puzzle

solves final puzzle

solves final puzzle

solves final puzzle

solves final puzzle

insert Prayer Wheels to open door

insert Seraph (from "The Deck") into fixture





Enemies

Yeti, Leopard, Mercenary

Mission 13

Catacombs of the Talion

THIS COMPACT SERIES OF PUZZLES leads off with one simple Secret, and throws in two diabolical ones. Lara also meets Yetis for the first time. At least they don't pack firearms.

Mission Walkthrough Level Opening

Watch those icicles as the mission begins, stepping off to the side of the stairway. The switch you want lies below, in the area of the first Yeti. After nabbing the first Secret, climb down the ladder and backflip over him to put killing distance between you and the monster; then hit the wall switch to open a door above.

Climb the ladder and then Slide and Jump Backward to make the ledge. Deal with the Leopard, but don't risk the stairs with those icicles above.

SECRET

Secret 1: Stone Dragon

In the level's second room, Grab the crack to the left and then Shimmy Right, Pulling up into a small area where the Stone Dragon keeps company with Flares. Why can't they all be this easy?

The First Tibetan Mask

In the large area, descend the stairs with caution, ready for the two Mercenaries hot on Lara's trail. They show up as soon as you leave the staircase toward the pool. After winning the battle, explore the floor, wary of lurking Leopards.

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Through the open doorway, scoop up the Small Medi Pack and take a peek at the Ice Palace. That must wait for a later mission.

To get the Tibetan Mask out of the cage, defuse the snowball trap first. Run up the snowball slope under the cage, and when Lara stops, Jump Backward. Also, by Jumping Forward once the balls roll past, you can reach a ledge to the right. From there, Run across the collapsible flooring and climb the ladder before falling to the spikes below. Backflip from the top of the ladder to find the switch that raises the cage. When you claim the mask (Figure 13-1), the pool below drains, and its floor opens.

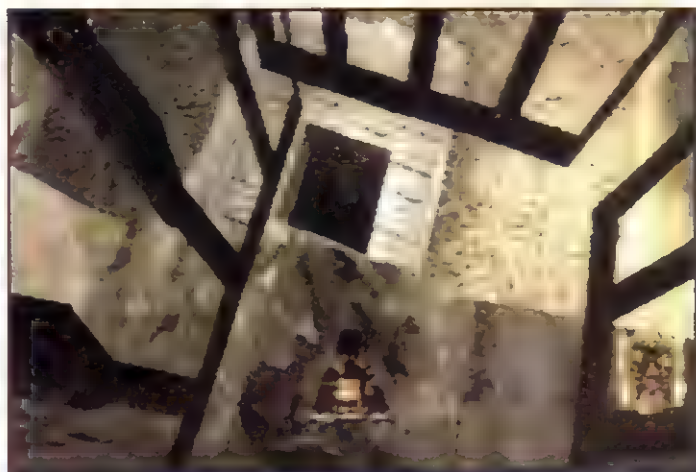


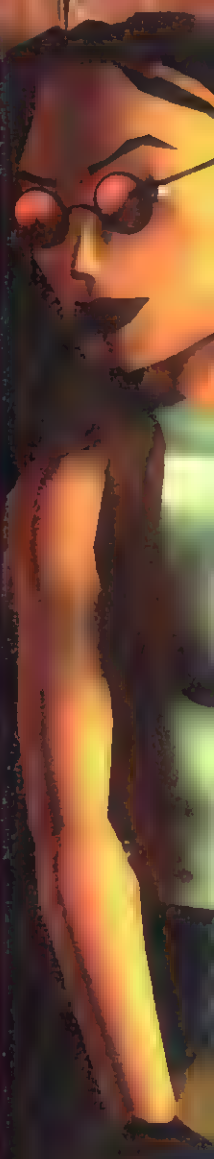
Fig. 13-1. The first Tibetan Mask opens a door below the now-drained pool.

Below, hop the spike pit and place the Mask in the fixture near the gate. When you venture onto the slope those distant snowballs rumble down, so turn left and climb the wall quickly. No fewer than four Leopards appear about then, so stay mobile, but don't get knocked back down into the slope area, or a second wave of snowballs ... well, you know.

Run to the right of where the snowballs came from to find a ladder to a ledge, past a door that you'll need a second Tibetan Mask to open. Claim the Grenades from the ledge above before doubling back to the crack in the wall. You can reach it from the closest block with a Jump Forward/Grab/Pull Up.

The Second Tibetan Mask

In the area beyond the high crack in the wall, expect more Leopard trouble—two ahead, two behind—when you check the ice sheet. Not this level, Lara. Still more frozen felines wait near the large glacier, and if you turn left as you approach that area, you'll find you can climb atop the tall rock wall. The dark pool beyond holds the second Tibetan Mask. Expect armed resistance when you retrace your steps to place the mask in the fixture near the Grenade ledge.



TOMB RAIDER II

The Yeti Room

One was enough. Now *four*? Don't let the howls rattle you when you enter the darkened room. In fact, pop a flare and check the fiends out: They're currently caged (Figure 13-2). When you throw the high wall switch, two small jumps to the left of where you entered, the room brightens somewhat, and the cages open.

Fig. 13-2. As long as the Yetis can't get at you, why not pop a Flare and take a good look? You won't get too many chances like this.



Be ready, and try to pick off a couple as they climb the stairs. When they get close, hop back down below: Try to keep them running in circles while you chip away, and you might not have to use all the Uzi clips you find to make them succumb.

Once you've cleaned the cages, take the loose block and wedge it into a hallway below one of the sets of bars near the switch. Inside that area lies another switch (and more Grenades, in one hallway) but you may become trapped if the block isn't there to keep the bars open.

Expect more Mercenary action as you head back toward the crack in the wall.

The Glacier

Through the opened door, charge up the first section of walkway and continue through the opening as the snowballs roll toward you. Just through the rock opening, at the beginning of the second section of rope bridge, hang a hard left to find a small section of rock to stand on as the hazard rolls past.

SECRET

Secret 2: Jade Dragon

From the small platform alongside the ice pool, where you can see the cavern opening up off to the left, about-face and look up to find an icy ladder (Figure 13-3). Climb up and move to the right side before Dropping onto the sliding platform below. When you land, Jump and Jump again from the platform across the way. You should wind up on flat land, in sight of the Jade Dragon. Watch out for the slide when you go to exit, Jumping Forward and Grabbing to regain the ladder safely.

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Continue up the walk and Run/Jump Forward/Grab to reach the hanging ladder. Climb to the area atop the glacier and dive into the pool, ready to clamber ashore to avoid the Barracudas. In the next chamber, watch the ceiling, and circle to the left. When you must Jump Forward from one small platform to another, stop on the one that's only half-iced and collect the level's second Secret.



Fig. 13-3. Unless you turn around at the right time, you'll pass the ladder to the Jade Dragon without realizing it.

Continuing through the icy pool, climb the block near the sealed door and Run/Jump Forward/Grab to catch the bottom of the ladder. At the top of the climb, Jump Backward to hit a ledge, and discover the switch that unseals the door.

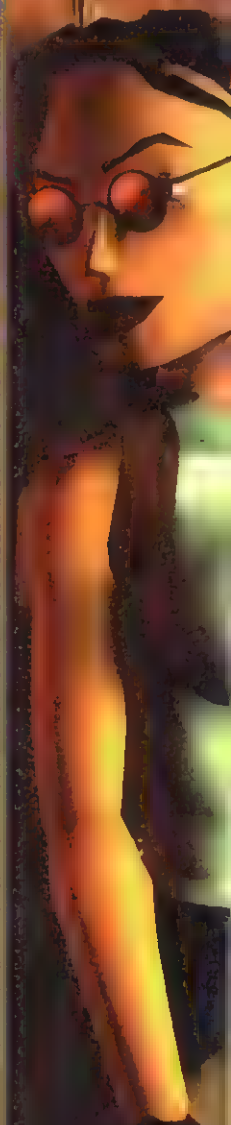
When you go through the doorway, do so through the extreme right, Jumping Right to quickly target the Leopard coming from the left, out of view. The switch you find opens the large doors near where you placed the first Tibetan Mask. The safest route back is to swim back to the glacier and Hang and Drop from its face.

Through the Large Doors

When you enter through the large doors, Run/Jump Forward over the pit, and stop to peg the Leopards from above before Dropping to their area. A major stash lies in the rear corner of the room, and there's also a switch to unseal the doors—which summons one last Leopard.

Back upstairs, the big bank of snowballs is just a trap, and nothing more. Trip it by Jumping Forward onto the slope from its base; then quickly Jump Backward/Jump Forward to leap over them.

Trigger the boulders on the small slope the same way. They'll come rolling down to crash through the sealed door nearby. Beyond lies a small room with two floorplates. As you enter the room, step on the left one and go through the door that opens into a room with spikes on the floor. Save the game, and go get the level's final Secret.



TOMB RAIDER II

In the room with the floor spikes, two of the three doors face each other. One door of the facing pair leads back into the room you came from; the other leads to the level exit—a deadly drop-off, so use caution: Walk once you make it inside.

To open the exit, approach the door back to the adjacent room. It opens. Jump through—make sure you hit the small, partially snow-covered ramp—and then Jump Forward, over the snowballs, to hit the floorplate beyond. Jump Backward/Roll, and then Jump Forward through the door back into the spike room. The door to the exit should be open, and you should have just enough time to cross and make it through. (Don't forget that drop-off!)

Run/Jump Forward to make the ladder and descend it to the tunnel that exits the level.

SECRET

Secret 3: Gold Dragon

As you enter the room with the spikes, look left to spy a vaguely ladder-like wall texture. Use it to reach the ledge above, and lay hands on the Gold Dragon.

Catacombs of the Talion

KEY/PUZZLE

Tibetan Mask (1)

LOCATION

in the cage above the pool

USE/SOLUTION

climb the ladder above the spikes and backflip; opens door below pool

Tibetan Mask (2)

in the pool below the glacier

use it to open Yeti room

Mission 14

Ice Palace

Enemies

Yeti, White Tiger, Guardian of the Talion

YES, *TOMB RAIDER II* IS careening toward its climax, so you'd expect the proceedings to have a harsher edge. Actually, the "Ice Palace" isn't too strenuous, although you'll quickly get fed up with the call of the Yeti. The level centers around a showdown with the Guardian of the Talion. He's a push-over if you've hoarded Grenades; otherwise ... Hang onto those Grenades until the end of this mission, at least. The level opening is one of the game's most demanding puzzles, in terms of pure movement. That said ...

Mission Walkthrough

Level Opening

The level begins with a sight you'll soon tire of—the Bell—but it only lasts for a while. Shoot it to open the door. Don't worry, the Yeti beyond are caged.

Watch out for those wooden squares in the floor: They're springboards for lobbing Lara toward the ceiling. Using one incorrectly can be fatal. If you'd like a test, try the small one around the cage to the right. Run straight onto it, and it flips Lara to the level above. While you're up there, Grab the Large Medi Pack—wave to the Yeti across the way—and save the game.

Back down on the floor, look to the single square pad, and the large, rectangular opening in the ceiling above. Farther up is a Bell you must shoot. Back way off, and then run toward the Bell in the direction of the pad, guns firing. Don't try just to take a shot from the top of the arc: Get those guns going before you leave the ground, and keep leaning Forward. When you score the hit, put away the guns.

TOMB RAIDER II

You should hit the sliding slope on the way down; arrest your fall by Grabbing any ledge. Your Bell-ringing opened one of two gates you must open to leave the area, as you can see in the antechamber.

Save the game.

Next up is the two-square-wide pad: Run onto it in the direction of the exit gates, and Grab as soon as you're airborne. You should catch a ledge high above. Pull Up and stand on the ledge. The switch there will release the Yeti, so don't overlook the Uzi clips nearby.

Notice that Yeti are rather slow. By using that first pad as a quick escape route—flipping up to the floor above when things get too hot—you should be able to kill all three with your Pistols, and conserve some of the heavier firepower.

With the Yeti's cage lowered, you can pass through a hole in the bars, scoop up another Large Medi Pack, and dispatch another Yeti in that direction. Throw the switch you find to create another ledge, and don't miss the first Secret. In the long narrow cage near where you came in, the second block from the left can be Pulled, then Pushed aside.

Back near the gates—one raised, one still lowered—lies another small, square springboard. Run onto it toward the new ledge, Grabbing as you leave the ground. Pull Up to spy another Bell. You must hop up to shoot it and open the second gate below. To return to the floor, Jump Forward to the sliding surface near the opened gates, and Grab before Dropping to the floor.

The next feat is altogether one of Lara's most impressive:

Beyond the two opened gates lies another small springboard. Circle to the left as you approach it, and Run on from that direction, Grabbing a ledge above. Unfortunately, you can't stand on the ledge. Instead, Pull Up and backflip, holding down the Jump button. Lara bounces back and forth between two sliding platforms.

Keep holding the Jump button through this next sequence (it's a long way down). First, hold down the right arrow, and Lara slowly works her way down the room, edging right with each Jump. Eventually, you'll see a Bell. Draw your guns and shoot it. Now lean on the left arrow and travel back the length of the room. Eventually, you can exit to the left to a flat area, and find the gate your Bell-ringing raised.

The Tibetan Mask

Climb the ladder, exiting left, and then Run/Jump Forward to reach the walkway, ready for Yeti action from the left. Grab the Flares and follow the passage, wary of White Tigers ahead.

Take the rock ramp right to find a sealed door. The level's second Secret lies on that side of the cave, as well.

Grab the Small Medi Pack from the left side of the cave and follow the passage, guns at the ready. Dispose of the White Tigers, and claim the Tibetan Mask off the block at the far end of the cave. When you do, the door you noted before unseals.

SECRET

Secret 1: Gold Dragon

After moving the block just inside the long, narrow cage—Well, how about a hint or two first? Think Uzis. *Tomb Raider I*. No? How about "Leap of Faith"? That's right: An invisible walkway, from the entry ledge to the Gold Dragon pillar. If you got that one on your own, you have Lara's upmost respect.

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Placing the Mask

Follow the path, ready for Yeti when you Drop below. Another lurks through the holes in the floor in the room beyond, and you must kill him from above: The floor of that dark area is covered with spikes.

Circle to the far end of the room, near the Large Medi Pack. One of the cross-beams has a different pattern on one side. Circle to the opposite side of that beam, and Hang/Drop Down in the center of that opening. Strike a Flare before you move.

Check the perimeter of the room to find a major Automatic Pistol ammo stash in one corner. There's also a small Medi Pack on the walkway outside the long window, where you'll find the socket for the Tibetan Mask. Placing the Mask opens the door in the small alcove, around the corner right of the socket, off the dark area.

The Gong Hammer

Cross the familiar bridge (Figure 14-1), perhaps gathering the Flares beside the building, and follow the trail to reach a ledge with a switch. Nearby is the large urn you got acquainted with in the previous level. Throw the switch, already, and melt the ice (Figure 14-2).

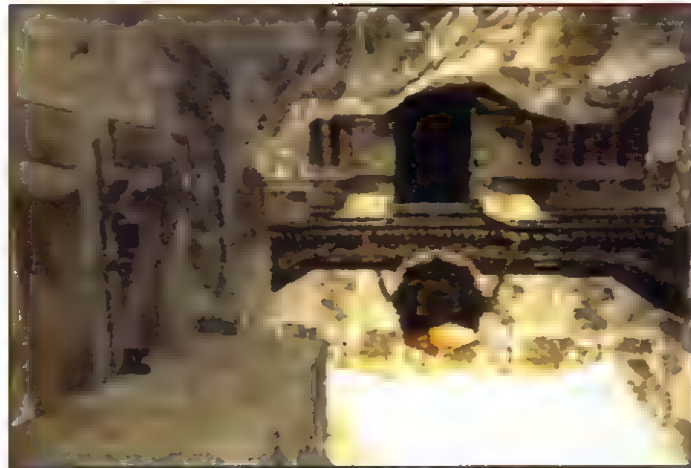


Fig. 14-1. At last—the view from atop the bridge.



TOMB-RAIDER II

Fig. 14-2. Another major accomplishment: Melting the icy wall wherein the Gong Hammer lies.



Be ready for action

when you go to investigate, as two White Tigers attack from the direction of the glacier. There's also Shotgun Shells near the glacier, and Uzi clips in the small pool where you found a Tibetan Mask in Mission 13. Below, in the water, waits the Gong Hammer, but leave it for now and swim through to the antechamber. Deal with the Yeti there; the water provides some measure of safety (watch for falling icicles!) unless you grab the Gong Hammer. That fills the pond with Barracudas.

As you enter the chamber next door, stick to the left wall to plug the Yeti; then return for the prize.

Back where you dropped the three Yeti, the room divides. Look left, first dealing with another evil snowman, then Pulling Up and quickly dropping back off the side of the ramp to defuse the icicle trap in front of the door. Inside, another frozen freak guards the Grenade Launcher (if you don't have it already).

Down the right-hand avenue waits the Ice Palace, past a major series of icy obstacles.

Three Icy Obstacles

Approach the portal, where you can see the snowballs beyond with caution. Two groups will roll past as you venture near the opening, and then a third when you finally peak out: Prepared to Jump Backward. Once those let go, make a run for it. The camera falls back to wide angle for the cinematic effect (Figure 14-3).



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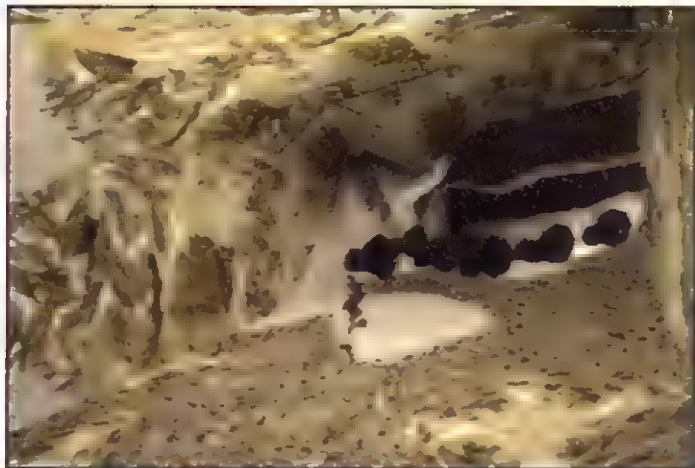


Fig. 14-3. Stick to the right side of the cave after the snowballs let loose, and jump for the opening in the wall.

Angle left through the opening as the snowballs let loose behind you. On the right side of the cave as the snowballs close in you'll spy a low block near the exit. Jump Forward to the exit to escape the white death.

Continue to a steep ravine. Slide Backward and Grab the ledge; then Shimmy Left until you can toggle the camera and spot a flat ledge behind you. Pull Up/Jump Backward to make it to safety.

Next, a tall ice wall—climbable, luckily. Look up and you'll just see a cave opening above. Run/Jump Forward/Grab to stick to the ice wall and climb to the opening.

Beyond, a steep sliding slope leads down to the top of the Ice Palace. Hang and Drop to minimize damage. Now gather yourself near the massive Gong. Before giving it a whack, consider the consequences.

The Ice Palace

You've made it this far: It's showdown time. Of course, you don't want to trigger a showdown until you've been properly warned, so first a word of caution: Using the Gong Hammer on the Gong atop the Ice Palace unseals the Palace doors. Inside waits an object called the Talion, and a truly monstrous demon will defend it when you claim it, and then exit the inner chamber: As soon as Lara's feet hit the ground, the Guardian appears.

At the least lay hands on the Jade Dragon before picking up the Talion.



SECRET

Secret 2: Stone Dragon

In the dark passage right of the cave, just past where you kill the Yeti and get the Flares from the block, waits the Stone Dragon: You can see it from the outer area near where the Yeti fell. Strike a Flare, and you'll see you must Jump Forward over a ramp to claim the prize.

TOMB RAIDER II

SECRET

Secret 3: Jade Dragon

Angle away from the Ice Palace and left to spy a ladder across the ice field. Take it down, spark a Flare, and turn left. Drop Down off two platforms; then turn around to discover a wall switch.

Throwing it opens the small hut outside the Ice Palace. Inside the hut waits the Jade Dragon. To get out of the hole, climb the ladder and Jump Backward to hit the shallow depression at the edge of the ice field.

Fig. 14-4. Bet you wish you hadn't been shooting Eagles all over Tibet, eh?

The Guardian of the Talion

To end this level, you must defeat the Guardian of the Talion, a gigantic, flightless, easily irritated Eagle thing that stomps out of the huge sealed door to one side of the ice field (Figure 14-4). Plan on making his acquaintance as soon as you leave the area where you find the Talion and touch the ground outside the Ice Palace. Inside his cave is a large Medi Pack and Uzi clips, if you're feeling brave.



Grenades, of course, work fine against the Guardian. You'll need eight or ten, depending on your aim. If you need to stay out of his way and chip at him a little, try standing on the ledge to the left of the Palace. Also, because the hut's open, you can use it for cover in a pinch, ducking in to get off a few cheap shots. Better to be discreet than to get pounded into the ice by that big freak.

When the Guardian falls, the level ends, and it's on to the Temple of Xian.

Ice Palace

Key/Puzzle

Tibetan Mask

Gong Hammer

Talion

Location

on a block after you climb from the level opening area

beneath the melted ice

inside the ice palace

Use/Solution

fits in socket on the walkway near the bridge

strike the gong atop the palace to open its doors

claiming it summons the Guardian

Enemies

Spiders, Eagles, Tigers,
Fighting Fish

Mission 15

Temple of Xian

▶ TITLE IN, THE "TEMPLE OF XIAN" never ends, as befits a game's crowning achievement. Sure, the mission after this features the actual battle for the Dagger of Xian, but the Temple is not to be outdone. Maddening puzzles. Sprawling layout. Just when you think it must be ending, you enter another huge, dramatic area, with puzzles more perplexing than anything you've seen before.

Fortunately, we're along for the ride. And that's a good thing: Read Secret 1 before you begin, or suffer.

Mission Walkthrough

Level Opening

Headed down, Lara? As you approach the dais (Figure 15-1)—familiar from the game's opening sequence—the bottom drops out. Leap over the swinging blade in your path as you descend to the bottom of the level, but don't get tricky until the last long slide before the first waterfall. Then it's time to collect the level's first Secret.

As Lara approaches the dais that receives the Dagger, the bottom drops out of the floor, and Lara falls to the bottom of the level. It's quite a trip back up.



TOMB RAIDER II

SECRET

Secret 1: Gold Dragon

In the wide tunnel, as you're sliding toward the pool with the strong current, Jump Backward. You should execute a mid-air twist and reverse direction. Sliding backward, Grab the edge before going over the falls. Shimmy Left and Pull up to get the Gold Dragon.

former, disposing of the latter en route: The safest way down is to Hang and Drop from the front edge of the rooftop at a corner.

Up the ladder, splat the Spider scurrying toward you, and check the large chamber. On the wall below as you enter is a ladder, so Hang and Climb Down; then Drop and Grab to the ledge below. Below that, you can see the level's second Secret, but it's much safer to come at it from the side. The crack there lets you Shimmy to the prize.

Watch for another Spider as you continue down the footpath near the toxic red liquid, discovering a long ladder leading up. Access the ladder by Jumping Forward from the edge of the walkway. Follow the path up to a room with a pit of spikes.

Climb the wall opposite the spike pit. A ledge near the top keeps Lara from reaching the summit. Climb right, over against the wall, and Jump from the wall to backflip to a sliding platform. Jump as soon as you hit the slide, and you should land atop the wall in a spike-free sector.

Walk across the wall's apex, and notice the collapsible plank on the other side. It's three sectors long, and you want to be standing in the sector farthest from the wall when it collapses: You don't want or need to move forward; any momentum might make you miss the small block below that holds a box of Shotgun Shells.

You don't have to try too hard to get into the next area: It looks trickier than it is. Run/Jump Forward from the left-hand side of the block where you picked up the Shotgun Shells, and Jump again as you start sliding toward a pit of spikes. You'll hit another sliding surface. Jump again and lean to the right in midair, being sure to lift your finger off the Jump button after making that second leap. You'll hit another sliding slope that deposits Lara gently near some Grenades, amid many spike sectors.

Pull up to the tall block nearby to continue, climbing another block and then Grabbing a ledge above. Shimmy Left, and Pull Up to discover the switch that opens the front doors back near the pool. Follow the path and Dive out near the waterfall to return to the front of the Temple.

Inside the Temple

Can this possibly be good? Actually, all but the four obvious statues remain lifeless as you pass, and the four hacking trappers won't move unless you get too close. Snatch the M-16 clips from one, and continue through the open doorway. You'll need the Dragon Seal to open the nearby barred door.

SECRET

Secret 2: Stone Dragon

To reach the ledge with the Stone Dragon—in the large chamber up the ladder from the level's beginning pool—simply Shimmy Right using the crack. Shimmy back again to continue down the side of the large chamber.

The Dragon Seal

Save the game on the ledge above the room with the liquid red toxic floor. To make it across the toxins, you must hit the first platform and slide forward. Run/Jump Forward from the initial flat ledge and let Lara Slide. Jump from near the bottom to hit the next ramp in line, and Slide again before Jumping. Two quick Jumps and a Grab later, you should have the edge of a ledge you can Pull Up on.

Climb the tall blocks to proceed around the room's upper perimeter, finishing with a Run/Jump Forward/Pull Up to reach the passage out. Sort of.

When you go for the switch at the end of the short passage, a trapdoor opens beneath you: Don't fight it, and don't try and stop for the Small Medi Pack below as the walls close in. Lean Forward—don't try to Jump—from the bottom of the ramp, and Run Forward to the switch as soon as Lara gains her footing. Throw the switch and Roll, racing back down the path to the now-open door as the spikes close in. Once you're a ways down the hall, the door reseals behind you. No big.

Follow the hallway, wary of big red boulders ahead. The first comes down the long ramp. You'll have to Jump Backward/Jump Left to avoid it. The next drops if you investigate the left corner at the top of the long ramp. You must draw out the third to reach the ladder it protects: Run across the short ramp below it, off the side, and down to the long ramp below.

Up the ladder is a pitch-black room; its exit lies off the floor in the middle of the wall opposite the entrance. A switch at floor level right of the exit toggles a blind-side Tiger attack. The beast comes from behind, so Roll and whip out a big gun to take care of business in a hurry.

Pull up through the opened passage. The avenue up is a dead end, although down doesn't look much better: A pair of blade traps hack back and forth. Turn, with your back to the blades, move all the way left, and then Drop and Grab. Now drop straight down: You should be in the corner where the blades can't cut.

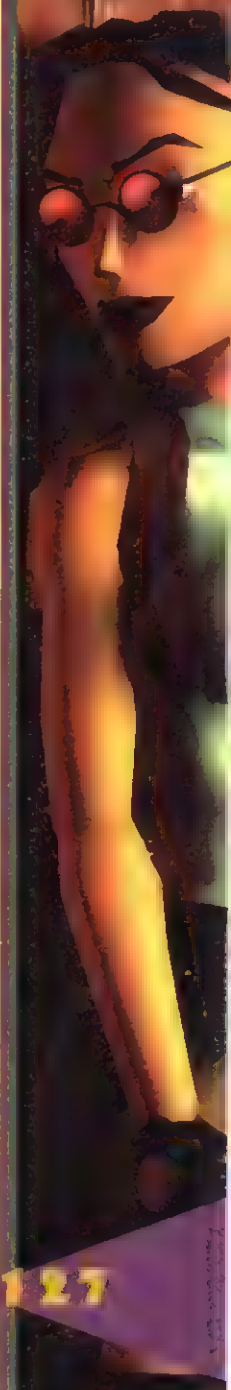
Below, two rolling blades mow a room from corner to corner. The exit lies in the corner opposite you, so wait for the blades to part, and rush through. You'll find yourself in the rafters above the room where you first entered the Temple, with a pair of Eagles for company. Look left to spy a wall button to push. When you do, the large doors at the far end of the upper area open, but only briefly. You must push the button, Roll, then Run/Jump Forward along the rafters to make it inside.

Through the double doors Lara must navigate a walkway where sacks of spikes swing back and forth. Stick to one side of the walk, watch the shadows on the floor, and take the obstacles one at a time. When you reach the far end, the door you entered through seals behind, and you confront another passage with wall buttons to each side.

The two buttons begin a quick sequence, and you'll want to be ready to tap the Look button to break out of cinematic mode as things unfold. Push the wall buttons very quickly, one after the other, to make it through the hall: First press the right button, then Jump Left and press the button there. The first button raises the floor in the hallway briefly, while the second one opens the door at the far end. After pressing the second button, you have just enough time to turn right slightly and enter the hallway at a run. The floor collapses as you reach the far edge: Don't stop Running.

As you enter the large outside area, a red metal ball drops onto the path behind you. Run to the end of the walkway and Jump Forward/Grab/Pull Up to gain the distant ledge. Claim the Dragon Seal from the platform beneath the huge statue and look right to see a platform you can leap to alongside the head. Climb up the blocks, claiming the Automatic Pistol ammo and be wary of a Spider in the dark room. Throw the switch near another pile of AP ammo to lay a walkway down in the toxic liquid; then exit through the opposite side of the head.

Hop along the low platforms above the liquid. Then look left, to the center of the room. Run/Jump Forward to the Sliding platform there, and Jump/Grab to hang from the irregular block. When you Pull Up, you'll Slide down the other side, so be ready to Jump Forward to the relative safety of the flat surface.



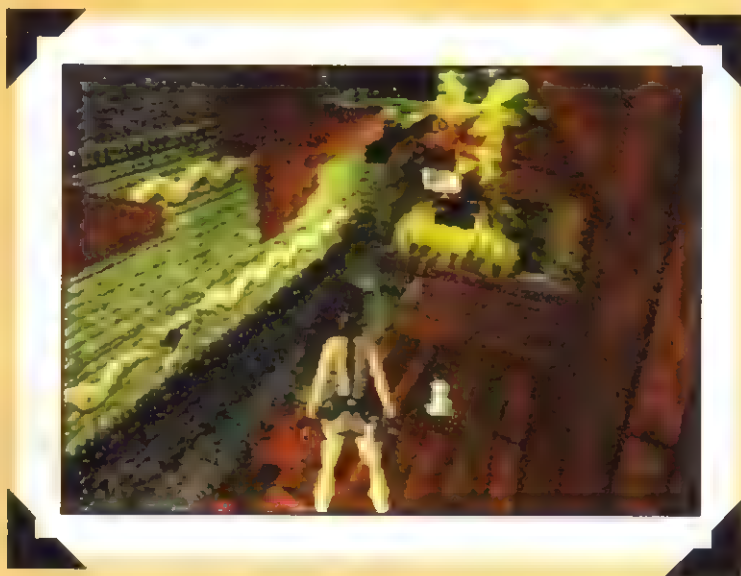
TOMB RAIDER II

From the tall flat pillar, look right and Run/Jump Forward/Pull Up to gain the ledge near the wall. Run/Jump Forward to the low platform, next to which lies a springboard with very tight parameters. To work it properly, you must Jump Forward from the center of the lower platform nearby, and then lean Forward in midair to gain a platform on the side of the tall angular structure. When you land—or even a little before—a boulder lets go from the top of the structure. To avoid it, quickly hop Backward, and Grab the edge of the flat surface: The boulder will bounce over Lara's head.

Continuing up the angular structure from platform to platform, Jump to the right, prompting another boulder to drop. Simply run forward to the flat white brick area. You can stand there safely.

Suddenly this has gotten a lot easier. Easy enough to try for Secret number three?

Fig. 15-2. The Jade Dragon waits in the rafters, above where you activate the Dragon Seal.



SECRET

Secret 3: Jade Dragon

From a flat surface on the angular structure opposite the huge dragon statue, hop to the white bricks and Slide down, facing forward, toward the springboard below. Lean Forward when you arc up and Lara is deposited on the rafter platform across from the Jade Dragon. Run/Jump Forward/Pull Up to claim the prize (Figure 15-2). Jump back to a landing on the angular structure from the Jade Dragon ledge.

Continue up the side of the structure, wary of an Eagle as you near the top. From the platform where the Eagle attacks, you must Jump Forward/Pull Up to gain the next-highest level, and then Run and Jump Forward to come within one block of the door. The last leap is a simple Jump Forward.

In the room at the top of the angular structure, Pull the box twice to access the area beyond. Pull the switch in the small room to open a trapdoor nearby, and Drop Down to the long slope, ready to be chased by the red steel ball. The passage turns left ahead onto a slide, and the ball stops there.

The slide deposits you back in the rafters above the Temple; Tigers prowl below. Take care of business and Hang/Drop Down to floor level. The Dragon Seal goes in the fixture near the door below.

118 The Gold Key

Pass through the portal the Dragon Seal opened and follow the passage, weaving back and forth into the short hallways to avoid the rolling blade. At the end of the hallway, a slide dumps you into a room with several wall switches: The real ones are green-handled, and you must pull all three to open the exit before the spiked ceiling descends.

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In the next area, navigate the platforms to reach a small walkway overlooking a large pool. Peg the Fighting Fish, and face the time trial.

When you first dive in the pool, the current prevents you from exploring the wide tunnel. You can see an underwater doorway, and a lever nearby. That lever will reverse the current, and fill the area you're in to the brim. Surface after pulling the first switch, and you'll be at the level of a doorway that was high above the pool before.

Swim through the broad tunnel. The lever on the left reverses the current, just to mess with your head. Ignore it. Instead, look right and swim down the tunnel there. Ignore the Small Medi Pack for this trip: You don't have time.

Pull the lever in the tunnel; then swim back out and grab a breath near the door above. Swim back to the lever you pulled in the narrow tunnel, and through the door that opened. Inside, pulling another lever opens the tall door back in the pool. Before you swim through, go up and get a breath near the door. Now swim down and go through the open door in the pool and pull the lever there.

The door above opens, revealing a small room with two boxes of Shotgun Shells on the floor and M-16 clips on a central ramp; circle left as you enter to claim those.

Ammo in hand, wade into the antechamber and throw the switch. The spiked wall herds you in the right direction—through a trapdoor in the floor. In the water below, a strong current carries you to the Gold Key near a grating that opens as you approach. That was the key you saw when the mission began so long ago. It actually fits in the lock near that first ladder you climbed, and opens the large grating in the water nearby.

The Silver Key

Through the grating the Gold Key opened, the water-filled passage turns right and then forks left and right. Left is the Silver Key, but you must open a hole in the grated ceiling to reach it. The lever that does that trick lies to the right.

Swim through the opening in the grating in that direction, and it closes behind you. Stick to the left wall and look for the lever around the second pillar. This opens the grating in the direction of the Silver Key, as well as the exit from this small water chamber. Loop around the pillar to see the exit.

By now a Fighting Fish is nibbling on you, but don't stop to kill it unless you have breath to spare: It follows you into the next area, up through the newly opened passage into a large cave. Reach the landing there to save the game, and turn and deal with pests in the vicinity.

In the tunnel, rid the darkness of Spiders large and small—especially large: You encounter the first beyond a gigantic web when you go to lay hands on those Uzi clips.

In the large cavern, battle more monstrous arachnids, and use the ledges around the room to climb high enough to Run/Jump Forward to the central pillar. From there, you can Run/Jump Forward/Grab/Pull Up to the pillar near the doorway. Jump Forward/Grab/Pull Up, and follow the passage beyond.

From the other end of the dark tunnel, Run/Jump Forward/Grab/Pull Up to a pillar on the central rock pile, above where you entered the area moments ago. On the tallest rock lies the Silver Key. Once you have the prize, dive back into the water and return to the area near the front doors of the Temple: The Silver Key Door is the only one around you haven't opened, and now you can.



Beyond the Silver Key Door

Beyond the Silver Key Door, you must Jump Forward/Pull Up to progress up the steep slope. Expect rolling red spheres to come bouncing down to try and halt your progress. Gather the ammo from the shadows at the top, and hang a left to cross the bridge above the Temple entrance. Expect a Tiger and an Eagle to take exception.

Another Tiger waits in the room on the other side of the bridge. Pull up on the low, sloped pillar, and Jump Backward to gain the taller, flat platform. At that point, the path diverges: Down one avenue you can see a rolling blade; down another lies a series of springboards. To bypass the rolling blade, put Lara's back to the wall at the far corner and take two quick Jumps when the blade reverses toward the opposite end of the platform above. From there, hang a left, and Slide Backward to Grab the edge of a ledge where a ladder leads down. From the bottom of the ladder, Drop and Grab the ledge below, and collect the Uzi clips. In that direction, a hole in the floor drops you back to the area in front of the Temple; you must retrace your path to continue. The hassle almost isn't worth the ammo.

Once you've made it past the blade the second time, and investigated further in that direction, you'll find a room with a rolling blade poised near a bridge. At the far end of the bridge a button opens a door at the top of the springboard sequence. You can grab the Large Medi Pack and Uzi clips without triggering the blade into motion, but it follows you across the bridge, so dodge left to the area near the button to avoid getting pasted.

After pushing the button, you can either bail off the bridge and work your way back to the Silver Key Door, or follow the rolling blade back into the room and then duck to one side. Jump Forward behind it, and take advantage of the turn time as it reverses in the room where you nabbed that Large Medi Pack and ammo.

To traverse the springboard sequence, stand facing the wall with the first springboard behind you. Take one Step backward, then one Step forward, and backflip onto it. Don't attempt to adjust your momentum until after the final hop; then lean Forward and Grab: The rest of the ride, the springboards do all the work.

At the top of the sequence, drop another Eagle and Jump Forward/Pull Up to stand on the wide ledge. The double doors are the ones you saw open in the cinematic when you pushed the button below.

The Main Chamber Key

Cross the walk, and hop to the single-square platform near the lock. You must cross the area past that quickly, Jumping to the box on the left and then climbing up the left-hand side of the ladder, or the huge wall of spikes ... well, does what it does. Adjust to the right and Drop to the ledge. Another spiked wall to race: This time, you must Run and Jump Forward from the edge of a ledge to gain the ladder beyond, and continue up.

Follow the path past several gratings and eventually you'll reach a switch. Throw it and double back a short distance to see that one of the gratings has opened. From there you (as well as the dragon statue) can spy a key atop a tall pillar—the Main Chamber Key, to be precise (Figure 15-3).

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Fig. 15-3. The Main Chamber Key waits atop the pillar encircled by the serpent.

And, yes, it is about time.

Ride the Sliding slope of the serpent encircling the pillar to return to floor level. Go on facing forward, don't touch a button, and you'll land on a low pillar back near the door you opened with the button.

Jump over to the lock you noted on your way up the first big ladder, and plug in the key. Enjoy the cinematic. Behind you, a metal grating rises next to a pillar, and you can Run/Jump Forward/Grab/Pull Up from the wide walkway to continue in that direction.

Follow the long ladder up, dismounting on the right side. Nearby is a sector of spikes, but you can Jump Forward over it and continue up the ladder. The switch around the right side is for suckers. Leave it alone. The area above is where you acquired the Main Chamber Key moments ago, but now another grating has opened: You can tell the difference, even though both areas are centered around pillars entwined by serpents. The pillar you're after now is much taller than the one where the key rested.

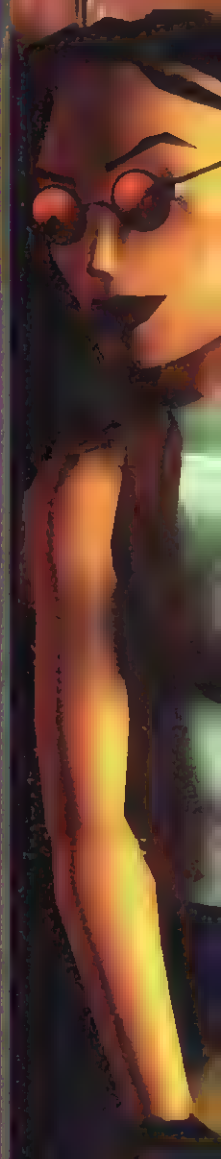
From the ledge outside the now-opened grating, hang a left and Run/Jump Forward/Grab/Pull Up to reach the closest platform. You'll come to a seriously sloped sliding platform that bounces you toward the serpent and pillar if you Jump shortly after landing on it: Though part of the entwined serpent makes Lara slide, you should reach a relatively flat area next to the pillar. From there you can climb a ladder up its side.

A ways up the ladder, a blade halts your progress: You must Jump off, backflipping to the sliding surface behind, and then Jump again to catch another ladder and continue up. After climbing a few more feet, however, another blade presents itself, and this time there's no platform to backflip to.

But there is another ladder behind you. If anything, you want to cheat to the right: The whole wall behind is climbable.

So, Jump off, and the second you leave the ladder, hit the Forward button. You'll do that tricky midair twist. Finish with a Grab to catch the ladder that takes you the rest of the way without interruption (though you must climb horizontally to the right at one point).

When you finally make the hallway above, you discover it's the level exit.



Enemies

Warrior, Xian, Dragon

Mission 16

Floating Islands

WELCOME TO ANOTHER DIMENSION, Lara Croft. "Floating Islands" is the prelude to your showdown with the Dragon—to make sure you're worthy, and all that. The combat is tough, but the tips here will get you through with a minimal expenditure of ammo and Medi Packs, in case you'd like to have something left over for the showdown.

Mission Walkthrough

Level Overview

Look sharp as the mission gets underway: A Warrior floats your way from the right. See the astral trail against the dark sky? Yes, the bad guys can fly. Get used to it. In fact, take advantage of it. Sure, they can fly, but painfully slowly. Make that point for them, and don't waste your best ammo doing it. With very few exceptions, you should be able to kill each floating Warrior with your pistols (Figure 16-1).



Fig. 16-1. Warriors are vicious if they get close to you, but their flight is also awfully slow. Take advantage when you hear them coming.

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To get through the level's opening, you must collect the two Mystic Plaques from near the green asteroids. They fit in sockets that unlock the level proper.

Once you've knocked off your first Warrior, collect the Small Medi Pack from the left, and walk to the end of the island toward where you faced when the mission began. Far below, you can see one of the Mystic Plaques on a small island. If you can make this first series of jumps, it's easier to come back around for that one below than it is to drop down there now.

Take two steps back from the edge on the green walkway. You're Jumping Forward for the sliding slope on the adjacent island, and you must be Sliding Forward, so angle a bit left. Slide about halfway down, and Jump again, then Jump when you hit the sliding slope on the next island. You should be able to Grab the edge below the opening of the large golden lattice structure and Pull Up. Inside is a switch that opens a trapdoor on a nearby island.

Follow the long hall on the lattice structure, and Slide down the ramp there, Jumping from the bottom to hit another sliding slope that deposits you on the island where the trapdoor opened. Get ready to rumble. One of the three Xian guarding the island come to life when Lara arrives, another if she steps near the front of the island, and they're fearsome foes—lightning-fast on the attack. Defend yourself; then Jump/Pull Up through the trapdoor. Stepping on the raised platform inside activates the third Xian down below, so consider lining up a cheap shot through the trapdoor. You'll have to go back down there eventually, anyway: Might as well soften him up.

Inside the structure is one of the two Mystic Plaques, as well as Flares, a Large Medi Pack, and Uzi clips. After polishing off Xian number three, look toward the side of the island opposite the ramp where you arrived. If you Hang and Drop/Grab, you can catch a ledge down below. Throw the switch you find, and the exit door opens.

Run/Jump Forward to reach the exit, and then Run/Jump Forward to the adjacent island. Walk to the far end of that island, and Jump Forward to the left to reach a higher section of the same rock.

Head toward the island that looks like a huge flight of stairs: Run/Jump Forward/Pull Up three times to reach its lowest "step," and then climb to the top. Hang a right, and Run/Jump Forward to that platform—part of another large, stair-like structure. Nearby, you can see the island where the two Mystic Plaques go, on either side of a wide, Warrior-guarded doorway. Before checking it out, you might as well get that second plaque.

About-face and climb about halfway up the stairs. The Warrior on the right behind you will activate, so whip out the pistols and plink him into submission. At the top of the stairs, Lefty comes to life. You know what to do.

The slanted stairs terminate atop the golden lattice structure where you threw the switch earlier. Walk to the area above the doorway, and move to the left corner. You must Jump back to the first slanted slope you aimed for from the first island, but don't bounce off it. Run/Jump Forward from the corner and Slide/Grab, hanging from the bottom of the slope. You should see Lara's shadow on a ledge below. Drop Down. Run/Jump Forward from there to reach the small island with the second Mystic Plaque.

Run/Jump Forward/Grab to reach just to the right of the crest on the small island nearby, and then Jump Forward to the large island where you claimed the first Plaque earlier. Now work your way back around to the base of the tall, green staircase in front of the door that opens when you install both Mystic Plaques.

Of all the times to mess with the Jump parameters, this, of course, is it. The platform you must Jump from to land in front of the Mystic Plaques Door is slightly slanted. You must line up so you actually face left a tad; otherwise, when Lara goes to plant her foot for the final Run/Jump Forward/Grab, she'll find nothing but empty space. Literally.

Place the plaques in the fixtures (scoop up the free Uzi clips) and in you go. Get out those Pistols.

SECRET

Secret 1: Jade Dragon

After you collect the Mystic Plaque from inside the structure, look for the flat rock in the direction of the tree on that island. Jump Forward/Pull Up to the roof, and collect the Jade Dragon.

TOMB RAIDER II

Through the Mystic Plaques Door

Check the walkway, ready to Jump Backward and open fire as another Warrior floats up from the left. Keep hopping backward, firing, until he cracks. Then collect the Automatic Pistol ammo, and pause to claim the level's second Secret.

SECRET

Secret 2: Stone Dragon

From the bridge leading to the sealed door, you can see the Stone Dragon in a small nook to the left. Look behind the tree at the other end of the bridge on that side to spy an opening in the rock wall. Stand with your back to the opening, and Sidestep Left as far as you can go. Now step back as far as you can go, and then Jump Backward. You should land in a tunnel that takes you to the Stone Dragon. To get out again, stand on the flat ground to the right of the tunnel opening and turn so you're jumping to just inside that edge. With her back to the wall, a Jump Forward should place Lara safely above the sliding slope. You'll also have to Jump Forward to get out of the other end of the tunnel and back to the area near the bridge, as there's a small edge in front of that opening.

By now, you've noticed the tell-tale rope strung through the immediate vicinity. To exit this area, you need to open the wide door at the end of the ride. To do that, however, you need to get on the rope contraption, and drop off onto the lower bridge.

Check the large green boulder. Stand facing it, and take one step backward. Now turn around with your back to it, and Jump Backward twice. You'll finish the second backflip Sliding, so Grab and catch an edge. The boulder rolls harmlessly overhead. Drop down to the patio, and whittle at the Warrior on the ledge overhead before claiming the Small Medi Pack.

Pull Up atop the sloped green block inside the building, where you can stand. Walk to the highest edge, turn around, and Jump Forward/Grab/Pull Up to reach the roof. Continue in that direction, Pulling Up to gain a narrow passageway in the sandy rock. Through that passage, you can regain the area near the upper bridge.

Backtrack, and Slide down the ramp where the boulder had been. Stop before going over the edge, and Jump Forward to the ramp across the

gap. A short way up the ramp, there's a small section where the brickwork shows through. Turn right at that point, and Run/Jump Forward/Grab/Pull Up to reach the island where the rope slider begins. Remember: You don't want to ride to the end of the line, but let go over the lower bridge.

Inside the building on the lower level, a fighting-mad Xian comes to life, and two more will defend the wall toggle when you throw the switch. That switch opens the huge door below, and makes the rope contraption spanning this section of the level something more than a dead-end ride.

Once you've survived the defending Xian, check the adjacent chamber and ride the rope slider there over to the opposite wall. You must Grab when the slide knocks you off, or it's a one-way trip to the lava below.

Climb up and then climb the golden lattice-work there. Bear right, Hang from the green edge, and Shimmy left before dropping down again.

Retrace your path to the rope slider island to find that it has reset. With the wide door open, you can take the extended trip to a new area (Figure 16-2). Don't let go until the ride stops.

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Fig. 16-2. As long as you've opened the large bay doors, the rope ride is yours for the taking.

Check the two rooms off the hallway. After the million or so jumps Lara has lived through to get to this point in the game, the room with the spiked floor should be a no-brainer: She can't do it.

Perhaps the other room:

If it looks impossible, there must be a way, right? No way. Try if you must. Not will happen, mostly due to the waist-deep water on the floor of the bladed hallway.

Retreat back to the hall where the rope ride dropped you off. Suddenly, this doesn't look so bad.

Stand to one side of the hallway and Jump to the area on the right side of the room, where you can see the block. When you touch the movable object, a Warrior sails in from the vicinity of the bay doors you opened to use the rope slider, so look sharp. When he's history, move the block so you can Jump Up/Grab/Pull Up to the ledge above. Throw the switch on the pillar, and Pull Up atop the low stone wall toward the lava pit. Collect the M-16 clips, and note the long narrow trapdoor in the middle of the lava.

The switch you threw made a small bridge appear in the lava below the rope line, so Run over there and check it out.

If you look right as you approach the pit, you'll see what amounts to two large steps. Hang and Drop in that corner to avoid the blades, and take a couple of steps back from the lowest edge to Jump Forward to the bridge. Throw the switch, and the trapdoor in the lava opens. Climb back up to that low stone wall, and consider: If you do a simple Run/Jump Forward, you come up short. And because you can't Jump any harder, you must lower your trajectory to Jump a little farther.

Run/Jump Forward/Grab toward the trapdoor. You won't actually Grab anything, but you flatten out the arc enough to make it through the hole.

Collect the Shotgun Shells, and wade to the end of the chamber to throw the switch. A trapdoor opens back in the main chamber, above where the rope spanned the narrow lava pit. Wade back to the deep end of the pool and swim down, looking for a passage on the left. When you come out into the wider area, do so carefully, and bank to one side of the room: That bladed hallway is right in front of you, and surfacing therein removes a good eight inches from Lara's pretty head.

Above the passage where you emerged near the blades is another switch to throw: This one deactivates all but one of the traps. Most important, the blades stop swinging, allowing you to reach the large chamber again, and investigate the higher door you opened with the switch below the lava.

Push the box over to the pillar near the newly opened door: It's a low ceiling, so getting inside is a bit of a trick. Instead of just Jumping Forward, or attempting to Grab/Pull Up, try Diving from the same distance you'd normally Jump Forward from—about two steps back on the box (assumed it's pushed up against the tall pillar), angling for the edge of the entryway.



TOMB RAIDER II

In the hallway is a barred door. The switch for it is above the spiked-floor room. Jump Forward/Grab at the crack, and Shimmy Left to Pull Up. You can return to the upper hallway with a Run/Jump Forward toward the left edge of the opening.

Inside the unbarred room are two sealed doors, one flanked by Xian who remain thankfully inactive. The only way out, other than where you came in, is a hole in the floor. In you go, Grabbing the edge of the ramp to slow your descent.

The Cage

If you've messed around with the cage at all, it probably grieves you to hear that it shouldn't cost you anything in the way of ammo—and, hopefully, very little in the way of Medi Packs—to beat it.

Yes, we are very good. But that's beside the point. We also know a losing proposition when we see one, and four Ninja backed up by four Xian in a tiny little space.... Time to use your head, not ammo and Medi Packs.

Drop down into the cage and flip the switch; then Roll and charge back to the ledge behind you. You can't climb up where the pillar blocks the ledge above, but you can Grab Up to the space on either side of it. Retreat behind the pillar; then Sidestep left or right until you have a clear view of the cage below. Whip out the Pistols and go to town. When some Ninja draws a bead on you, Jump Left or Jump Right, and take up the same relative position on the opposite side of the pillar. Keep side-jumping, back and forth, and Pistol the four black-clad bad guys into oblivion.

When all's quiet, only the Xian remain, and it's certainly fortunate you only have to deal with them one at a time. They all activate on proximity, so pick one, and edge close to it. When it activates, beat feet back to the top of the wall, mindful of the lava pits. Xian are quick, but they can't climb, and they have no distance attack. Thanks for comin' out, guys.

When the fireworks end, you can claim a major haul of Uzi clips and Shotgun Shells, as well as Medi Packs, Large and Small, from the fallen Ninja. One of the wall switches opens the exit; another opens a sealed portal in the room upstairs.

When you head back upstairs through the unsealed exit, another Ninja attacks from the wide, dark staircase. He'll come out into the room if you're on the floor, but he runs back upstairs if you climb the wall. No matter. One on one is a fairer fight. Up the stairs, the second large ornate door bars the path. When you throw the switch nearby, it opens, activating the two Xian.

This is kind of cheap, but we just close the door again a second after throwing the switch. Lara will resist targeting through the door, but if you just keep tapping the Fire button, she'll shoot—and hit—the enemies on the other side. If you'd rather have the Xian chase you around for a while, knock yourself out.

Beyond the Ornate Door

Through the ornate door is another climbing test. This one tasks you with switching direction in midair several times.

SECRET

Secret 3: Gold Dragon

The Final Secret. At the very end of the level, before you get on the rope slider, Pull the box once. Jump from there to the rocks on the left. Walk out on the ledge to the right, and jump to the square depression across the lava. Turn around, and Run Jump Forward into the tunnel beneath the ledge. To return, Run Jump Forward Grab to the edge of the cliff beside the square depression. Pull Up Jump Backward to regain the ledge. As long as you moved the box, you can Jump Forward Grab the ledge where it was sitting.

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In all instances, climb to the top of the lattice-work before doing the trick—Jumping off and then hitting Forward/Grab in midair to reverse and Grab the lattice directly behind you. At the top, Pull Up to the sliding slope and Jump Backward; hold down the Jump command as Lara flips from side to side. Lean on the left arrow, and Lara will head for flatter plains—toward another Ninja. Treat him harshly in the small area; then Pull and Push the box nearby so that you can reach the rope slider.

But only if you're ready for the Dragon's Lair.

The Dragon's Lair

Lara's adventure culminates with one big, bad free-for-all. Hopefully, you haven't wasted ammo on Rats and Spiders throughout the game. Just getting near the Dragon is a major chore, as you fight more Xian and Ninjas en route. Fortunately, there's plenty of ammo to be had near the big boss.

Grab up the Large Medi Pack and Uzi clips in the first room, and approach the frozen Xian. He won't budge, but the one across the room inside will. Plug away, and if he invades your chamber, squeeze past the frozen figure to get more fighting room.

In the large room are two more Xian—that's three, counting the one back in the entryway. He activates when you flip the switch opposite his position, but that's really all the switch accomplishes: The switch that opens the exit is actually beside his pillar, and it brings the remaining two foes to life.

In the adjacent chamber, a host of Ninjas lurk in the dark, behind the large pillars. You can draw them out in small groups to the Xian chamber to dispose of them easily: At least go that far with the first wave. Toward the back of the room is a large sealed door, and one of the Ninja in that vicinity will cough up a Mystic Plaque when he crumples. The plaque, placed in the fixture beside the door, grants you an audience with the Dragon.

Fighting the Dragon

As you might imagine, the Dragon is a nasty foe, breathing fire and threatening to stomp our heroine if she gets too close (Figure 16-3). There's no real trick to getting him down, but there are some tactics that usually do the job as long as you execute, so to speak.



Fig. 16-3. Try to stay out of the Dragon's way, and if he flames you, use the watery underground to ease the pain.

TOMB RAIDER II

Realize the Dragon doesn't pivot very well. Though you can't run too close, you can make a pass, Roll, and make another pass on his opposite side.

Use the large pillars to provide cover and impede the Dragon.

Use the water-filled area beneath the lair to douse those flames if the Dragon torches you. You'll find plenty of Uzi Clips (the weapon of choice) and a few Large Medi Packs below, as well.

When you do go in the water, don't go to great lengths, literally, to try and surface somewhere new. The Dragon will be more or less above you in the time it takes to pick up some item from the floor, and swimming a great distance before surfacing just gives him time to pivot.

Watch the ceiling: The Dragon will breathe fire at you from above if he draws a bead on you, so that's a good indication that surfacing just then is a bad idea.

If you're too far away to get quickly at the Dagger in the Dragon's belly when he falls, consider sighting him with the M-16. He'll fall that much quicker next time.

Once the Dragon falls, the trick is keeping him down. Notice the red wound on his belly, between his front and hind legs. Run there and extract the Dagger before the beast can get to his feet to win the battle.

Once the Dragon is reduced to a shell of his former self, you have only to make good your escape as the Lair collapses. Run through the gate that opens, straight on through the tunnel to the level's end.

Epilogue: Home Sweet Home

Can't a girl get a moment's peace?

Luckily, you keep the Gun Cabinet Key close at hand for just these emergencies: It's in your inventory, and the cabinet is beside the bed. Take care of the arriving Goons—with the Shotgun and excess of Shells in the Cabinet—and then clean up the front yard.

Circle around left of the house as you come out the front door, and light a Flare or two to help ferret out the bad guys. You'll know the boss when you see him. When the final thug has gone thud, it's time to hit the showers (Figure 16-4) ...

Fig. 16-4. Haven't you seen enough?



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KIP WARD is the author of *Rebel Moon Rising: The Official Strategy Guide*, *Quake Strategy Guide: Unauthorized*, and other Prima game books.

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